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LIV TYLER AS ARWEN,
ORLANDO BLOOM AS LEGOLAS,
IAN McKELLEN AS GANDALF

JANUARY 2002 · WIZARDWORLD.COM
THE GAMING MAGAZINE · 81

MAGE KNIGHT & CCG PRICE GUIDE!



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december 2001
















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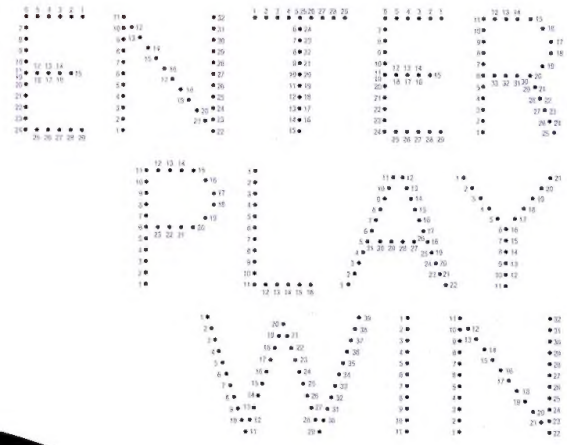
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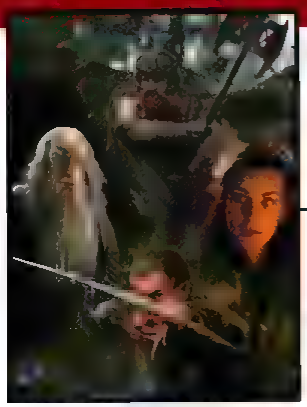
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INQUEST GAMER 81 • JANUARY 2002

THIS MONTH'S COVER

This is it! "The Fellowship of the Ring" has arrived, and all you need to know to prepare for it is in this issue of INQUEST GAMER. From orcs to Orthanc, everything that can be known is in our "Total Tolkien" feature on page 42 or "The Lord of the Rings" price guide on page 100. Personally, we're rooting for Mordor.

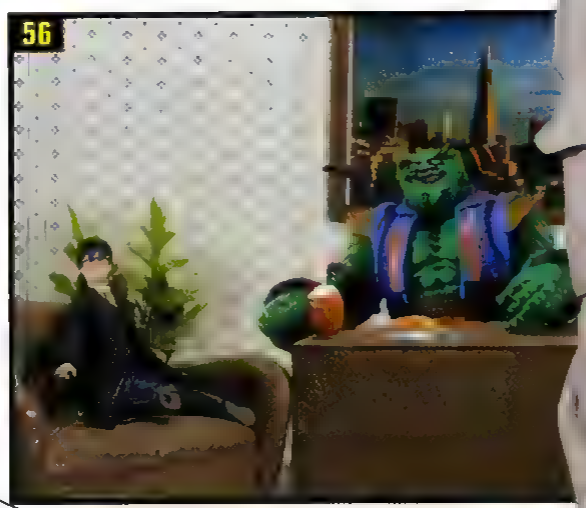
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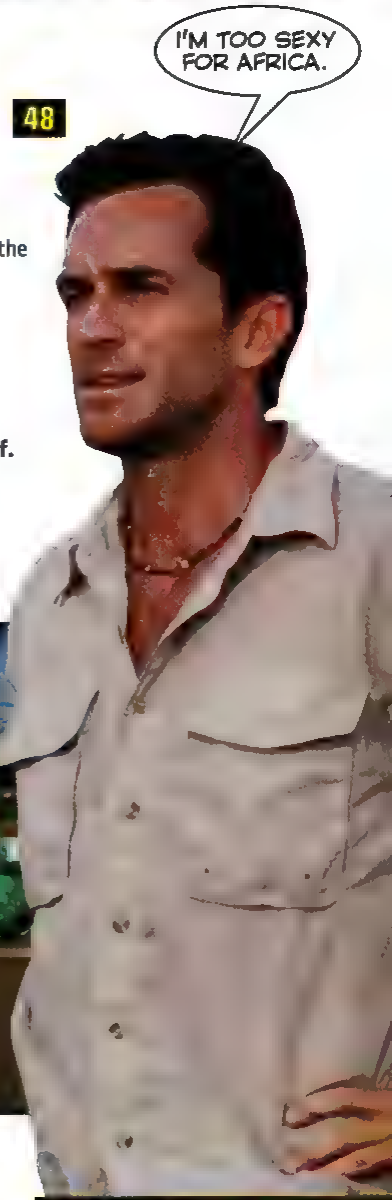
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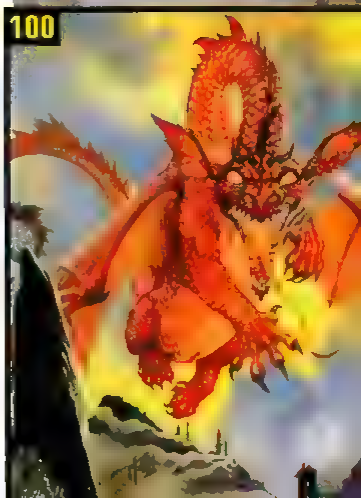


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Values for every Middle-earth-related game item ever sold.

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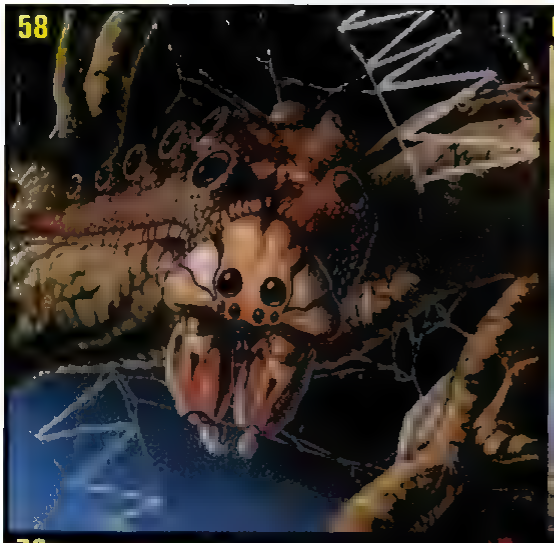
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Stake This!
Buffy
the Vampire Slayer
Slay Hard!

TOO COOL FOR SCHOOL



Photo: New Line Cinema

FEETS DON'T FAIL ME NOW The movies are the only chance to ever be cool for some of us hobbits.

I have not shaved my feet in almost 20 years.

Why? Glad you asked. Imagine if you will, a young lad of 14 summers trying to explain, with giddy glee, the excitement and adventure encountered by a hobbit named Frodo during an oral book report to his freshman English class on *The Fellowship of the Ring*. Now, imagine the baffled looks as the girls in the class struggle to grasp the concept of a hairy-toed hobbit or drooling orc and the basketball team questions why someone would ever read a book continued in another book. Imagine the condescending look of an English teacher that realizes his student is a geek and pities him. I swore then and there my foothair would grow until those people realized how cool I was.

Flash forward to today. I'm an INQUEST editor, while many of my fellow students have gone onto glorious careers in the fast-food industry or penal system. And the "Lord of the Rings" movies are poised to be the hottest thing since Victoria's Secret. I'm no longer a geek; I'm hip. I'm cool. I am on the cusp of greatness.

All us fanatics have been waiting years for this. The movie trailer was downloaded millions of times in the first week alone. Remember when people saw: "Star Wars" 20 and 30 times? I've already got my five tickets for the first day.

It's gonna be great, I tell you. They've got budgets around $100 mil each, director Peter Jackson is a huge Tolkien fan himself and the cast has name stars like Liv Tyler, Elijah Wood and Ian McKellan. The special effects are a fanboy's dream; the orcs look real enough to skin you alive, thanks to Weta Workshop. If you're looking to make a better movie, I'd like to know how. Check out our "Total Tolkien" feature on page 42 if you don't believe we've all gone ga-ga here at the office. I even got to interview Gimli himself—John Rhys-Davies!

Plus, there will be tons of cool, new "Lord of the Rings" stuff. Just look at the games: The Middle-earth online game being developed by Sierra looks awesome. Rio Grande and Fantasy Flight's board games, Decipher's roleplaying and CCG products... Toys, posters, statues, life-size inflatable Armen dolls... you name it. This is quite possibly the greatest moment in gaming history!

So stand tall gamers. We will probably never be this cool again. When talk at school or the watercooler drifts to what's hot at the box office, dazzle your friends with the fact that husband-and-wife Ethan Hawke and Uma Thurman were originally cast as Faramir and Eowyn, that Viggo "Aragorn" Mortensen chipped a tooth during filming or that Tolkien was a linguist who actually invented an Elven language... For many of us, this is the ultimate hobbit's holiday.



Brent Fishbaugh
Assistant Managing Editor (and Nazgûl stableboy)
INQUEST GAMER

masthead

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TEEN T CONTENT RATED BY ESRB

VIOLENCE
BLOOD

InQuisition

BROWN STUFF... FROG ANUS... GOOD BALLZ...

That complaining turkey who introduced last month's "InQuisition" won't have to worry about playing his goblin deck anymore, if you know what I mean. *Baarp!*

And with Thanksgiving behind us, it's time to start thinking about Christmas. My wish list is longer than ever this year. I started out with the usual things like world peace and universal love, but I didn't forget the gaming goodies like a new pair of distance-spitting dice, a beercan holder shaped like Gandalf, and the new book on rolling d20s with your butt.

Still, it feels like I'm forgetting something. How about sending me your wish list so I can cheat? I'll mail 'em to Satan—uh, I meant "Santa"—along with mine, and maybe we can score a bulk discount up in elfland.



SHADES OF BROWN

A couple of questions for you.

1. I have a Chaos Mage from the *Alpha* set of *Mage Knight* with dark brown horns. I have three others from *Alpha* that have light brown horns. Is this dark brown horned one worth any more than the others, and if so, how much?

2. Are you going to start putting together decks for *Zero Gravity*?

3. What exactly is a "buttweasel"?

4. If Gary Coleman played *Mage Knight*, what would his warlord name be?

5. There's this kid in my school whose initials are "M.B." He's really annoying and thinks he's great at *Magic* because he knows how to play a burn deck. Can you just make fun of him for me?

Joe
OoCloud7@aol.com

1. How brown your horns are has no effect on value. Think about it; if a certain shade of brown would make a figure more valuable, people would just paint 'em that color.

2. If I told you, I'd have to kill you. How bad do you wanna know?

3. A usually small, usually brown, weasel native to Asstralia.

4. "Loser."

5. Let me tell you about M.B.: He's so ugly that the last time he walked into a haunted house, he came out with a job application.

CHAMPING AT THE BIT

I need to know a few things:

1. Do you know when the next *Magic* World Championship decks are coming out?

2. Where can I purchase older World Championship decks?

3. Do you know what colors the next decks are?

Brett Rinehart
Timberlake, N. C.

1. They are on sale now. They're generally released in October every year.

2. Many hobby stores have leftovers, but if the ones near you don't, you'll have to get yours at an online retailer like (www.tncuniverse.com).

3. If you go to the DCI Sideboard's website, (www.wizards.com/sideboard) you can see all the decklists for the top finishers at worlds. Tom Van de Logt's Black/Red Plague Spitter deck is sure to be included since he won the individual event. Second-place finisher Alex Borteh's Merfolk Opposition deck will also almost certainly be included as will a Red/Green Fires variant played by many contestants.

HOT FOR FREYALISE

How come there were no Urza or Yawgmoth cards? These two guys were the sweetest *Magic* characters ever. It would have been so cool if they had cards.

Also, why are red-green decks so addictive to build? Every time I build a deck, I find myself building red/green. It scares me.

Freyalise is such a babe. You might not agree, but I am in love with her. Could you give me her number and could you possibly hook us up?

Cameron Hayden
Edgewater, N.J.

The number is "1(800) NUT-BAGG."

well of knowledge

You got questions... we got answers. Well, not us personally. But here are the best places you can go to find the information you so desperately crave

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Online price guide, buying and selling forum and pictures of all the cards:
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Magic
Ask the publisher any question about the game:
E-mail:
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Ask the Beloved Chaplain



Just a thought, but wouldn't it be cool to have a new version of Ancestral Recall printed? It would be: BU, instant, target player draws 5 cards.

Maybe even a real gamebreaker, like a B.A.M. (broke-ass-monster), a 10/10 for one colorless, with the ability to pay 1 life, to untap B.A.M. and declare an additional combat phase this turn.

This is all sarcastic, of course, because I am tired of not getting any of the broke-ass cards that come out of packs. Kind of ruins my day, you know? That and those damn basic lands. F***in' reliable-a** basic lands. Oh do they piss me off. Aaarrrgghh.

Sycogurl182@aol.com

Ah lassie, where'd ya larn to talk like that. You use the words of Satan himself. He's not someone ya want ta be like.

Let me tell you about the horned one. He's not a nice man. Big burly fella, he is. Red skin. Big fing' horns. Stinks like a goat's ass. Eats babies. Always writes "its" when he means "it's." Hates cats. Constantly shuffles the cards in his hand while playing Magic. Votes against "family values." Cheats at checkers.***

I don't fear 'im though. I have protection from creatures. Satan's a beast, so the big red chump can't touch this.

Just call and some nice men will come and take you to her. Make sure you tell them about your red/green addiction and Yawgmoth fascination.

MAGIC TOONS

Let's say I have a couple extra million dollars laying around, and I would like to invest in creating a cartoon based on the characters and creatures in the *Magic* world. I think the concept and stories would be amazing, and I know millions of kids as well as adults like myself would love a cartoon like this.

How much does it cost to create an episode of "Batman" or "X-Men"?

Also, just think of the action figures the kids would want to run out and buy. What kid wouldn't want a Serra Angel or an Atog on their shelf?

Brent Tutwiler
Doylestown, Penn.

I picked up our Hollywood hotline and talked with Wizard Entertainment's own reporter to the stars, Jim McLauchlin. Jim recently wrapped up his first movie role as the clapboard guy in "Jay And Silent Bob Strike Back." No kiddin'. Sez Jim: "Four-hundred thousand bucks. That's what a top-of-the-line toon costs according to my source at Warner Animation. That's from start to finish."

FAT CAT FAKE

I am writing to tell everyone that the photo of the 70-pound cat that supposedly outweighed InQuest's mascot Cow Nose—pictured in issue #76's "InQuisition"—is a complete and utter fake. A local news station in Seattle interviewed the guy who owns the cat. He said that he exaggerated its size and sent it to his friends via e-mail. From there, it was forwarded all over the place and gained a cult following. So, whoever sent in the photo either didn't know it was fake or is a major buttweasel. Long live Cow Nose! I hope to see you back in the magazine soon.

Chad Bennett
Sterlingbennett@hotmail.com

I'll fess up. We knew the picture was fake, but showed it to Cow Nose anyway. She'd finished eating all our shredded Atogs and was starting to cost serious money in bulk cat nuggets. It's good for her to be on walkabout. Write if you see her.

AMPHIBIAN ANUS

I need help fast. My dad is so embarrassing. Often when my friends or I ask him a question, he'll answer with a question like "is a frog's ass water tight?" I don't know what to say to that. Help.

Phil Nixon
Columbia, Mo.

Why not answer him with another rhetorical question, like "does a bear crap in the woods?"

SHOULD ALL KAVU HAVE ISLANDWALK?

As I was reading Issue #77, I noticed the article about the kavu theme deck. You said you read that the closest definition you could get was to the word "kava," and you didn't know what they (Wizards of the Coast) were thinking.

Well, I live in a dormitory, and one of the hallways in here contains a poster. This poster features the word "kavu." In fact, this is a river in Seattle, which all *Magic* players know, is near where WotC is located. So if I am right, they borrowed the word kavu from the nearby river.

Brian Baker

To settle this I asked the* Magic *designers themselves: According to Brady Dommermuth,* Magic *creative director, "no one remembers for sure, but we all seem to remember that 'kavu' is a completely made-up word selected only for its cool-sounding-ness. Any resemblance to a local river or an outdoor clothing company is—honestly—coincidental."

SLIGHTING SLIVER QUEEN

You rated Sliver Queen as a three star card. What's up with that? It's a 7/7 for five mana with no drawback. That's worth at least four stars. And on top of that, her majesty can pump out legions of mini slivers. I know she doesn't fit in most decks cause of that whole five-color thing. But she'd kick some slivery but-tox. Also, how come you didn't include all the cards

Magic
Most current, complete and extensive rules clarifications and card rulings. Website.
www.crystalkeep.com/magic/index/html

Lord of the Rings
Complete checklists and strategy for most Decipher games, including *LotR*, *Star Wars* and *Star Trek* CCGs. Website.
www.decipher.com

Electronic Game Reviews
Went an honest review on that $50 PC or video game that was just released yesterday? This is the place
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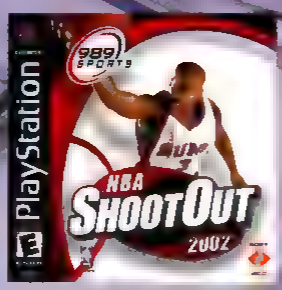
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IQ Bites

QUICK HITS FROM OUR READERS



Why'd you get rid of Cow Nose? Bring [illegible] By the way, I saw her in Orlando, Florida, with a mouse in her mouth.

—bgeiermann@hotmail.com

[illegible] get it out with your new Exchange CCG. A [illegible] would be soooo cool.

—Matt Cavarro
Brockton, Mass.

[illegible] may have some kind of [illegible] that only a few elite Vegas babes have but to make fun of him in front of your entire reading audience of [illegible] was downright cruel.

—Chad Storm
stormjedi@yahoo.com

It's about time you guys are again cover[illegible] Legend of the Five Rings baby!

Don Mattson
Sidney, Australia

[illegible] prices guide rocked! How about doing one for all role-playing games? Please.

Marcus Polanski
Memphis, Tenn.

[illegible] count the ads and commercials [illegible] and found that the odds [illegible] about 30%.

—icebeerrg@yahoo.com

when *Apocalypse* came out? And how come you always forget so many cards. I've never seen a missing kobold, but there never seems to be Tim.

Python1630@aol.com

The "whole five-color thing" was a much bigger deal when the Queen first hit the scene in* Stronghold. *Invasion block has made it considerably easier to play her, so in Constructed she would rank a four. In Limited though, she's almost unplayable, so three all-around sounds about right.

We did include the full* Apocalypse *spoiler the month it was released in issue #75. We chose to run all the* Apocalypse *cards separately at the end of the Players guide instead of mixing them in with the other cards. That way, fans who just wanted to read about the new cards had it easier. As for Tim, his real name is "Prodigal Sorcerer"; he's always been in the Players Guide.

GRIPE, GRIPE, WHINE

What the hell happened to you guys? Ever since "Swan Song" got cut, you slowly developed into a crappy magazine. What happened to "IQ Theater," Cow Nose and "Dead Man's Hand"? Your magazine would be a hell of a lot better if you got those back. I also think you should have a gripe section for letters like this. Why don't you swear or insult *Spellfire* anymore? Also, the lemon and water thing doesn't remove the clothing of the women in your mag.

Alex Grinton
agrinton@cadvision.com

Alex, you dear sweet boy, the entire letters column is a gripe section. Every month, the* InQuest *loyal have four pages to whine, complain and bitch up a storm. I've laid off* Spellfire *'cause it's so old now it requires an explanation for most readers to get it. But here's one for old time's sake: What's the difference between* Spellfire *and a rock? Some people collect rocks.

HIGH ON SUNGRASS

When I first saw this, I thought that you had gone a little crazy. Not that I don't love your magazine; it's just sometimes I find things. In issue #79, you gave three stars to Sungrass Egg and two to Sungrass Prairie. I know that you guys know your stuff, but this makes no sense. Sungrass Egg is an artifact, costs one; then you must pay two, tap and sacrifice for your one green and one white mana. Sungrass Prairie is a land: pay one, tap and—bingo!—you get a green and white mana.

By the way, is it true that we get a pack for correcting you.

Mitch Campbell
Brownville, N.Y.

You left out the key to what makes the Eggs better. When you use them, you get to draw a card. Eggs give you the splash mana you need while not costing you a precious card. In longer games, when you have all the land you need, the Eggs basically have cycling and aren't dead land cards in your hand. The filter lands—the ones requiring you to pay one colorless to get two different colored mana—aren't nearly as good. They look better in theory than they are in practice, as in play you can be forced to take mana burn to use them.

MAJIK BOOZO

I have a friend who does not pronounce many of the *Magic* card names correctly. My other friends and I always tell him the names, but he won't listen and keeps saying them wrong. What do we do?

Billy Bob
DougBR60@cs.com

This is best dealt with by giving him some of his own medicine. Start pronouncing everyday objects incorrectly when he's around, starting with his name. Thomas becomes "Tome Ass," dog becomes "d'oh gee," etc...

BALLZ GOOD?

1. I've heard that *Mage Knight* is quite popular with collectors right now. I have

Mage Knight
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www.wizkidsgames.com/mageknight/

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Website: www.gamingreport.com

Barry Potter TCG
Though not an "official" site, this part of muggle net has scans of all the cards, decks, strategy even a rough price guide. Website
www.angelfire.com/games3/hptcg/



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never played a wargame before and I was wondering with the popularity of the game if I would still be able to have fun without dropping a month's paycheck?

2. In your opinion, is the *Dragon Ball Z CCG* any good? I am a huge fan of the series and want to know if the game is as good as the series is.

3. In *Magic*, if I reduce a creature's toughness to zero until the end of turn and someone regenerates it, isn't its toughness still zero and won't it die again?

Matthew Boyce
soulscream7@hotmail.com

1. Mage Knight is not as dollar intensive as many collectible games. Armies are point-based so a cheap army with lots of commons can stand up to an expensive one fielding an ultra rare.

2. I can honestly say that the DBZ CCG is as good as the show. In my opinion, it's even better, since it doesn't last as long.

3. Yes sir, a regenerator with zero toughness still wakes up dead. Regeneration can't save a creature from death by zero toughness.

GIRL, UNGLUED

I have a problem. I'm almost the only *Magic* player in my school—one of about four. Almost all of the other people won't play with me because they say I have nothing but sucky cards and can't build good decks. I have a lot of *Unglued* cards. Everybody thinks that *Unglued* sucks, but what other set has B.F.M., Double Dip/Deal or Giant Fan? What do you think about *Unglued*?

Ginger Aloi
bananas1@bellsouth.net

We like Unglued. It's a bit too wacky to play all the time though. If you can't build decks, copy 'em out of magazines or the Web. Get really good playing one deck—not a cheese deck like Hatred though—and use it to win the respect of the other cardfloppers at your school. That's how Barbara met George Bush.

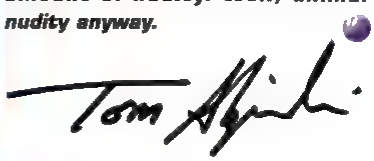
FREE *ODYSSEY*

In *InQuest* #79, you had a *Magic* fact that said white's top three creatues in order Of combined power/toughness are Avatar of Hope, Akron Legionnaire and Jhovall Queen. I'm no mathematician, but Personal Incarantion is a 6/6 so I'd like to see it get its rightful second place recognition. I'll gladly accept a box of *Odyssey* for the mistake. Thank you.

Kory Waid
Stevens Point, Wis.

A box of Odyssey is heading your way Kory. We just drafted for a new office league and the box has been sitting next to the trash. You want the booster wrappers too?

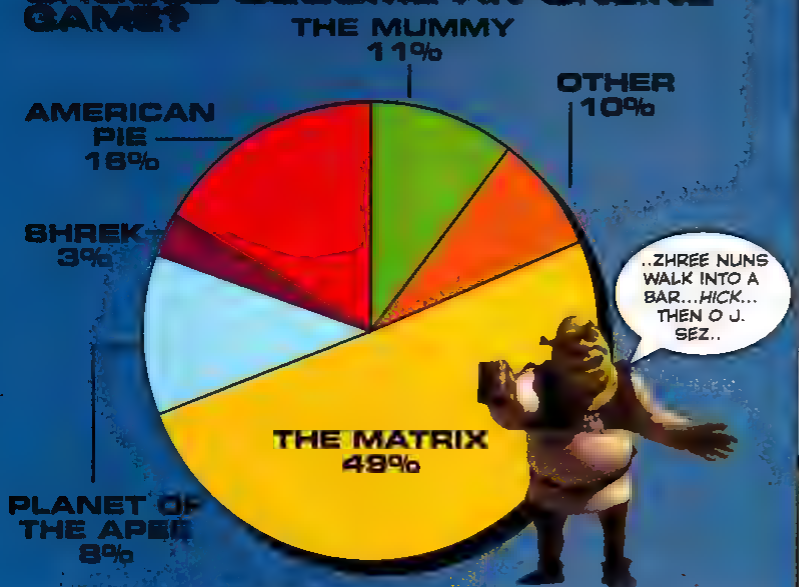
What's up with "Season's Greetings"? Why would you want to greet salt, pepper or oregano? I don't understand it. That's why I just stick to good old "Merry Christmas." So no matter what religion you practice, spirits you worship or pagan holidays you celebrate, I wish you a Merry Christmas and hope to see you all here next year. We've got many fun wholesome family articles planned. Plus there'll be the usual amount of nudity. Well, animal nudity anyway.



When Managing Editor Tom Slizewski is in a quandary, he just asks himself "What would Santa do?"

Poll Position

ONLINE QUESTION OF THE MONTH



Poor Shrek. Box office gold is no guarantee of an online future. As for "The Matrix," we wholeheartedly agree. [illegible] tic and Blizzard's Diablo would certainly rock. Heck, even a plain ol' CCG or RPG would rock. Mmmmmmm... Virtual Trinity... Spider-Man and "The Simpsons" ruled the "Other" category. And as for "American Pie," the game—you'll just have to stick it out until [illegible] watch the superglue.

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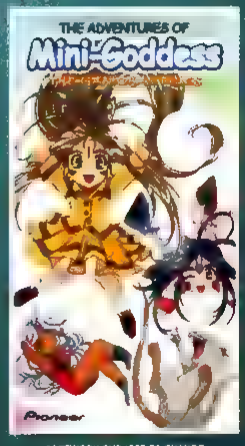


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What's happening in the world of gaming...

news

The Future of Gaming

FIRST LOOK AT 2002's BIG RELEASES

Talk about a hard act to follow... The past year has seen more than its share of huge game releases—*Harry Potter TCG*, *Lord of the Rings TCG*, *Risk 2210*—and the list goes on.

Can 2002 compete with this heady competition? You decide: Here's some of what's been announced for next year.

WIZARDS OF THE COAST

Magic. The king of CCGs will see its normal three expansions per year. *Torment* debuts in February, *Judgment* in June and a yet unnamed set in October.

Dungeons & Dragons. There are numerous adventures and accessories planned for the number one roleplaying game, the most interesting being the new version of the *Deities and Demigods* rules expansion. April 2002.

Call of Cthulhu. WotC is publishing the d20 port of one of the most popular RPGs of all time. Pagan Publishing's John Tynes is co-author so it should be good. March 2002.

DECIPHER

Lord of the Rings. The roleplaying game is due in February along with the first TCG expansion, *Mines of Moria*, in March. There'll be two more expansion next year: *Realms of the Elf-lords* in July and *The Two Towers* in November.

ALDERAC

Warlord *Tooth & Claw* is the planned third expansion for the *Warlord: Saga of the Storm* CCG. In it creatures from otherworldly planes will bring special rules and strategies to the game. *Tooth & Claw* will introduce over 150 new cards and four new decks featuring the most powerful beasts and those that hunt them. February 2002.

Team Archer. This RPG, based in the world of high-tech espionage—think James Bond but with more gadgets—has been cooking at Alderac since early this year. March 2002.

War. Fight. Fight. Fight. Fight! That's what this 128 page d20 system sourcebook is all about. It will give GMs rules for mass combat, the causes and effects of war, more prestige classes, and rules and notes on the effects of magic on mass combat. February, 2002.

Way of the Samurai. Discover the power-ups and finishing moves of Rokugan. This book introduces new skills, feats, and prestige classes for the samurai of the Great Clans. It also brings "samurai paths" and kata introduced in *Time of the Void*, making non-linear samurai advancement available in the d20 system. Usable with *Oriental Adventures*. February 2002.

WIZKIDS

BattleTech. The successful *Mage Knight* pre-painted minis model will be applied to the popular BattleTech world, with a new base design and even larger minis. August 2002.

Superheroes. WizKids has the license to produce *Mage Knight*-type games using the heroes of both the Marvel (Spider-Man, X-Men) and DC (Superman, Batman) universes. Marvel game due in May 2002. DC game in late summer.

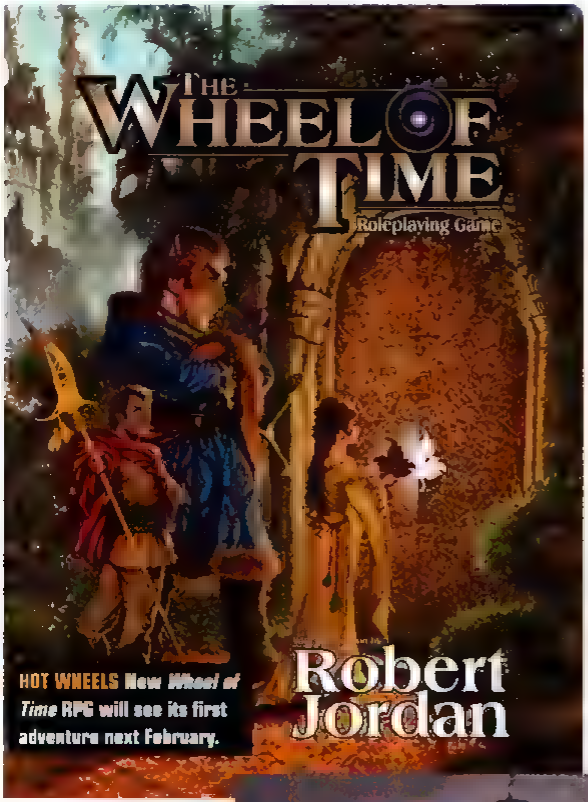
Mage Knight Dungeons *Artifacts Set 1* contains dungeon accessories like two tables, four chairs, a clock trap, three columns, a throne and a rune stone. Comes with separate rules for each artifact. February 2002.

Dungeon Builder Kit. An optional module for *Mage Knight Dungeons*, this kit provides interchangeable, double-sided tiles that allow players to create unique dungeons for every game. January 2002.

INTERACTIVE IMAGINATION

Magi-Nation. There will be releases in February, May, August and November of 2002. February will see *Nightmare's Dawn* with new Bograth (tropic/jungle) and Parad-

SULLA ME THERE New Paradwyn characters coming to Magi-Nation



HOT WHEELS New *Wheel of Time* RPG will see its first adventure next February.

wyn (swamp) regions. May will have the Nar (arctic) and d'Resh (desert) enter the scene in the *Voice of the Storms* expansion. August will debut the second edition base set, and November brings the tentatively titled *Daybreak* expansion. Also, *Magi-Nation* should be available in Chinese, German, French, Spanish and Italian next year. The company is also looking at Korean and Portuguese versions.



FOREIGN LEGIONNAIRE *Star Legions* due to invade next year.

PRECEDENCE

Star Legions. The first wave for this sci-fi miniatures game will feature 132 unique figures. The game can be played on a hexagonal map or in free form mode on any smooth surface using an inch scale. All game info and abilities are tracked right on the base of each figure including a sliding tracker to record hits taken in combat. Early 2002.

Rifts. February will see the release of *The Gargoyle Empire* expansion. This set will take the war to Europe and include a number of new factions including: The New German Republic (NGR), the Brodkil, The Gargoyle Empire, Mindwerks and New Camelot. February 2002.

PINNACLE

Hell on Earth D20. Welcome to the wild west as you've never seen it before—post-apocalypse style! This book gives a d20 player everything he needs to join in the chaotic fun of *Hell on Earth*, including classes, magical powers, and monsters! Early 2002.

Lost Colony RPG. Travel to the creepy planet of Banshee and meet the strange anouks, the terrifying skinnies and strange new players. *Lost Colony* will include rules and statistics for use with regular *Deadlands* and the d20 system. Summer 2002.

Hostile Climes RPG. "Some ideas are just too cool to pass up, but who needs another fantasy world?" say the folks at Pinnacle. That's where *Hostile Climes* comes in. It's a series of the coolest settings from the best writers in the business: Matt Forbeck, Tim Beach, Shane Lacy Hensley. *Hostile Climes* are independent settings in dangerous, isolated locations that can be dropped into any existing fantasy campaign.

Z-MAN GAMES

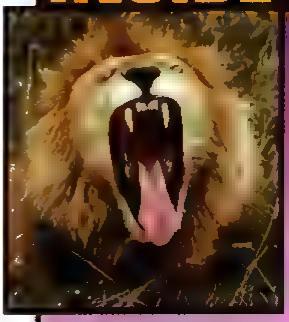
Shadowfist. *Dark Future* is an expansion set in 2061 introducing a new faction called the "Purists." March 2002. *Boom-Chaka-Laka!* is the working title of the following expansion set in the 1970s. Afros, platform shoes, disco queens, wide lapels and big-ass cars will figure prominently. July 2002.

CHEAPASS GAMES

Diceland. An "expandable" dice game different from anything you've seen before. It's "like a cross between a miniatures game and bocce, played with full-color paper dice," according to designer James Ernest. Spring 2002.

Fightball. Adding to their string of successful real-time card games, *Fightball* isn't based on any particular sport, but rather "a futuristic amalgamation of modern sports," said Ernest. *Fightball* will be illustrated by Brazilian artist Eduardo Müller and will be available in three different 2-team decks. Summer 2002. ■ IQ GAMER staff

INSIDE



Survivor Dominaria. ***PAGE 48.***



Asheron's Call* Dark Majesty.** ***PAGE 77.



Jam-Packed! LotR Price Guide ***PAGE 108.***

PLUS:

2001 IQ Fan Awards. ***PAGE 37.***

Busted! Topless Shadowfist card. ***PAGE 83.***

Mania, Mania On the Floor

RAW DEAL EXPANSION ADDING WCW WRESTLERS

WWF + WCW = *Mania*.

With the merging of World Championship Wrestling (WCW) and the World Wrestling Federation (WWF), the *Raw Deal* collectible card game has been blown wide open.

"We'd featured all the big WWF superstars in past *Raw Deal* CCG expansions. But now that the WCW is part of WWF, *Raw Deal* has a lot of new ground to cover," said Alan Gordon, president of Comic Images, *Raw Deal*'s publisher.



The first set featuring WCW superstars will be titled *Mania* and will feature approximately 150 new cards that will take the prematch and mid-match strategies introduced in *Backlash* to new levels. Not only that, but new "stipulations" will have the power to radically change play. It's not the same game when you're confined in a steel cage match. And more behind-the-scenes strategy and "family" interaction from the McMahons will keep the action as hot outside the ring as inside.

Though the major change in the new set will be the massive influx of talent from the WCW, new moves, new alliances and new enemies will also feature prominently in this third expansion for the hit CCG.

Four new superstar decks will premier—Lita, Big Show, Booker T, and Rob Van Dam—each with their own unique wrestling style and four new premium ultra-rare foils for each wrestler to use when they get the call. There will also be premium superstar wrestler cards found only in booster packs that will offer four additional titans of the ring: Spike Dudley, Rhino, Raven and the A.P.A. (Acolyte Protection Agency). These stars will have premium foil insert moves of their own. Fans of the current WWF stars won't be disappointed either; each current *Raw Deal* superstar will have a new ultra rare foil card of their own, all inserted into boosters. Look for cards like the Van Daminator, Spinnerooni and V.K.M.'s Patented Big Gulp.



HOT DAM Lita (left) and Rob Van Dam (center) are coming to the *Raw Deal* CCG. No plans to include Bill Alfonso (right) though.

Comic Images will premier the new set at Wrestlemania 2002 at the SkyDome in Toronto, Canada, this coming March. Comic Images will also host the first World Championships for the *Raw Deal* CCG at Wrestlemania 2002! That's right, while the WWF is crowning a new champ, Comic Images will give the championship belt card to the top *Raw Deal* player.

Mania will be sold in starters for around $10 and boosters for around $3. For the most current info, check www.comicimages.com. ■

RING WATCH "LORD OF THE RINGS" FILMS NEWS & UPDATES



LotR © WWF Entertainment Lot R: Pierre Vinet/New Line

Decipher is developing The Official Lord of the Rings Fan Club. Look for it to include a bi-monthly movie magazine, exclusive collectibles and a website linked from lordoftherings.net. "Decipher is developing a fan club that is truly unprecedented in the history of cinema. The great thing about what they're doing is that it benefits the fans, first and foremost. Decipher understands that the fans are what has made The Lord of the Rings such a powerful property," said David Imhoff, Executive Vice President of Worldwide Licensing and Merchandising, New Line Cinema. For the latest on the fan club, visit decipher.com.

Rumor has it the upcoming "Rush Hour 2" DVD will contain two hidden "Lord of the Rings" trailers.

Online *Magic* Decked?

MAJOR SITES DRAW THEIR LAST BREATH?

The online *Magic* community is collapsing.

One by one, the great sites of old are falling; last year saw the crash of the *Magic* Dojo, once the undisputed leader of *Magic* news and strategy on the web. It was soon joined by Wizards of the Coast's *Duelist/Top Deck* site. Now, it appears MTGnews.com, Meridianmagic.com and Mag2 (MTGezine.com) will join them in online oblivion.

Can a professional website serving the *Magic* community survive today's tough world of e-commerce? "It was not a problem before the dot-bomb happened," said Raymond Yu, site manager and editor-in-chief of MTGnews.com, "At that time, websites were getting generous amounts of money from advertisements on their websites, but this is not the case anymore."

Many of these web giants began their lives as small fan sites, but over time, increasing numbers of visitors forced the webmasters to step up their operations and run their sites like companies. "With increase of traffic comes the increase of maintenance cost," said Yu, "and once a website has scaled up to be a large and commercial website, it is simply impossible to scale back."

MTGnews.com recently notified the community that, after five years, it was to cease its operations and close its doors—mainly for financial reasons. However, this statement was removed from their own bulletin board less than 24 hours later and replaced by another suggesting that there may be light at the end of the tunnel. "Content-based websites everywhere are running larger and more intrusive ads nowadays in hope of luring new sponsors; we are doing the same thing with our new ad units," said Yu of possible survival methods.

Seasoned veterans and freshman players alike rely heavily on the *Magic* online community to provide them with strategy tips, the latest tourney news and up-to-the-second deck lists. For many veteran players, particularly those in rural areas, the sites provide the only way they can prepare themselves for big tournaments and learn the season's metagame. For new players, the sites provide valuable information on taking the big step into tournament play.

Meridian Magic, which had its server space donated by the folks at MTGnews, is definitely going on hiatus. "Following the termination of our web-hosting, I am going to set the site aside for a while. While I'm sure that everyone would be happier if I would [move to another server] the task of migrating the website and extensively debugging all the custom-written backbone scripts to match a new location is just not a task I am up to at this time," said editor Cathy Nicoloff in her sign-off statement.

Mag2, which made a splash last year by being first with a complete *Invasion* spoiler weeks before the prerelease, left no parting words, only dead links and a promise to return as a "resource site."

What's it all mean to fans? Certainly you can expect to be bombarded by more and more ads. And don't be surprised if your favorite gaming news and gaming e-commerce sites merge. Failing that, online *Magic* will take a giant step backwards as the commercial sites are replaced by small fan sites with their attendant bugginess and propensity to come and go quickly as the host's love for *Magic* waxes and wanes.

■ Nigel Jefferson



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TOP TRICKS FOR YOUR

Not the real thing of course, but Journeyman Press's *Zombies*boardgame Journeyman went belly up in October. This yule may be your only chance to still snag a copy of this great game.

The newest *Mage Knight* set—*Whirlwind*—has the best painted figures so far. It's definitely worth gettting. But if you can wait until January, *Dungeons* will blow you away. Get your mom to give you a gift certificate or something.

The newest *Diskwars* set won't likely ship before Christmas either, as Fantasy Flight isn't printing it until they get 500 orders. But your patience will be rewarded by a boxed set with two killer fixed armies.



(above) For those looking for a cool spin on a classic game, you can do no better than this futuristic version of *Risk*. Fight on the moon, underwater and on battlefields like Nuevo Timoto, New Avalon and the Aboriginal League. Charge!

Much top-caliber work was released for *Dungeons & Dragons* this past year. At the top: *Oriental Adventures*, *Ravenloft*, and *Forgotten Realms*. Make sure you ask for at least one. Heck, ask for all three. Why take chances?

(below) The first "Matrix" DVD didn't offer much extra, but that's been fixed. "The Matrix Revisited" takes the coolest movie of the last decade and adds two hours plus of behind the scenes footage, interviews and special effects.



"Matrix" photo: Roto Fantasies

The best bargain for Christmas-shopping households on a budget. You get two 50-card decks, two unique warlords, d20s and a deluxe version of the rules for just $15. Everything you need to get playing one of the year's best new CCGs.

Neverending Stories

WHAT'S HAPPENING IN THE TOP CCG WORLDS

Who will be Rokugan's new emperor? Will Cell own the Earth after the Cell Games? How many warlords does it take to screw in a light bulb?

These are some of the questions being decided right now in the top storyline-based collectible card games. Well, at least the first two are. For most cardfloppers, there's too much to keep track of, so INQUEST hunted down the makers of the greatest story-based CCGs around for updates on what's happening in their games.

DRAGON BALL Z *Cell Saga* begins with the heroes trying to stop a monster that is preying on the citizens of Gingertown. This monster, Cell, will challenge all of Earth's warriors to a martial arts tournament, the Cell Games, with the grand prize being Earth itself. Each hero will face Cell in an attempt at ultimate victory, but only the one wielding the Kamehameha will win.

LEGEND OF THE FIVE RINGS The granddaddy of all story-based CCGs has the children of Toturi seeking the Emperor's throne, lost in the Shadowlands. Not all of them will pursue honorable means to this end, as Akodo Kaneka will gather a great army composed of anyone willing to swear to him. The new Emperor will be decided by the players' actions at next year's tourneys.

MAGI-NATION Magi Ogar was saved from the evil genius Agram at Origins 2001. Tony Jones defeats Agram, but his followers splinter to pursue their own nefarious goals in the *Agram's Legions* expansion. Nagsis, a Core magi and one of Agram's original followers, enters the Weave, where he gains power, and will eventually become an evil superpower like his former master.

WARLORD The storyline for *Warlord* will begin next year, as the winners of the regional tournaments will fight and hopefully defeat major villains and monsters already introduced in the game. The Deverenian Emperor, assisted by Slayer, will attempt the "Summoning of the Storm," and the siege of Baraxton will end abruptly.

7TH SEA L'Emepeur Léon is overthrown, and much bloodshed follows after the Montaigne Revolution affects every nation in Théah. The various fencing schools will be detailed, and, finally, players will learn everything there is to know about the Crescent Empire. ■ Rick Moscatello




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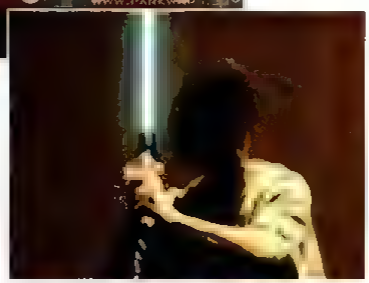
Attack of the Clones

FAN FILMS TAKE STAR WARS TO A WHOLE NEW GALAXY

"Use the Force, Stifler..."
"Stifler?"

Don't worry. You haven't been hearing it wrong all these years. It's just one more way fans are demonstrating their undying love for Star Wars—producing short films for the internet. From "American Jedi"—a cross between "Star Wars" and "American Pie"—to "Park Wars," where the kids of "South Park" take on roles from "The Phantom Menace," amateur filmmakers have added the Force to just about every genre imaginable.





FORCE PLAY From "South Park" to Sith, it's a whole "New World" for Jedi.

Among the best is 1997's "Troops," one of the first and best known films; part "Cops," part Tashi Station, "Troops" has stormtroopers forced to answer complaints about mundane law-breakers as well as Alliance rebels. And the hilarious "TIE-Tanic" has the Imperial Navy launching an attack on Leonardo DiCaprio's famous ship in an effort to maintain its film dynasty.

But if you're looking for more serious fare, there's plenty to please. "Rogue" (rogue-themovie.com) is a nearly half-hour tale of a defecting Imperial officer. The completely CGI "Duality" is about what it takes to be a Sith—including an amazing lightsaber battle—and "Knightquest" chronicles a Jedi's struggle while being hunted by Vader. For the purists, there's even "Episode 1.1: The Phantom Edit" which chops out about 20 minutes of "Episode 1," leaving most of Jar Jar on the cutting-room floor.

And while these filmmakers do it mainly for fun, it can be something more. Films like "Knightquest" had budgets of $10,000 or more. The creators behind "Troops" and "Duality" have been offered Hollywood projects. Kevin Rubio, the mastermind behind "Troops," went right from it to a job in the art department at Lucasfilm. Besides the potential resume-builders fan films can be, revenue from sites where popular films get posted—like starwars.atomfilms.com—can be as much as $2,500 per month.

You can find the majority of these films at TheForce.net—which had around 60 films at last count, including mock-up trailers for "Episode 2," cartoons and the occasional music video—or swfanfilms.com. ■ IQ GAMER staff

FACTORFICTION

REAL CARD OR INQUEST IMPOSTER?



Sports CCGs have met with about as much success as loveseat/toilet combos. But it hasn't been for lack of trying. Is this card from one of those doomed efforts or are we trying to hand-off a fake. Mental block? Rush to check the answer below.

Answer: Give yourself seven points if you guessed it's a real card. Upper Deck's Gridiron Fantasy Football CCG from 1999 brought us this piece of tomfoolery. Can we say lollygag?

Workin' In A Mithril Mine...

GOIN' DOWN, DOWN...



Are you discouraged when your opponent's fellowship crosses The Bridge Of Khazad-dûm safely, again and again? Longing for a Mithril-coat to protect you from Saruman's Chill? Can't wait to get your hands on a cute, fluffy Balrog?

You won't have to wait long. Hot on the heels of the initial release of Decipher's *Lord of the Rings TCG* comes the first expansion, *Mines of Moria*. Due out early in March 2002, *Mines* throws 120 new cards into the pool as Frodo continues his dangerous journey down the path to Mount Doom.

While there won't be any new cultures introduced in this expansion, there will be a new card type, artifacts. These powerful new items—like the Mithril-coat, Gandalf's sword and the Balrog's weapons—act like possessions but have a serious impact on the game while they're in play.

There will be at least one new mechanic introduced in the expansion. *Lord of the Rings TCG* co-designer Mike Reynolds enigmatically said that "Ringwraiths in twilight will be introduced." Speculation is that this new mechanic will be a way for the Shadow player to follow and wound Frodo after he's slipped on The One Ring, putting everyone's favorite hobbit in even further peril.

Besides the twilighted Nazgûl, what other themes can be expected in *Mines*? Says Reynolds, "Other themes explored are the Watcher in the Water, Moria archers, Shire and Breeland folk, and more dwarves!"

More dwarves? How can you go wrong? Look for *Mines of Moria*, sold only in 11-card booster packs, in early March of next year. ■ Steve Zamborsky

THE 2001 INQUEST GAMER FAN AWARDS

IT'S THAT TIME OF YEAR AGAIN, WHEN YOU—THE FANS—PICK THE BEST GAMES OF 2001...

You can only vote for games released in 2001. And while *Magic* may be the best game you've ever played, it can't be nominated for "Best CCG" since it came out in 1993, not 2001. Vote once in each category, twice for our "Hall of Fame" nominees. We've listed the best of the best on the ballot, but if your favorite isn't among them, write in your vote. If you don't know any of the entries in a category, leave it blank. If you don't want to tear up your magazine or if you want to give copies to your friends, you can photocopy the ballot. You can vote by mail or online at www.wizardworld.com. Winners will be announced in a future issue of INQUEST GAMER as usual. So find an empty envelope, stick in your ballot and send it to:

INQUEST GAMER Fan Awards
Wizard Entertainment
151 Wells Ave.
Congers, NY 10920

Vote online at www.wizardworld.com
DEADLINE: All votes due by Thursday, January 31, 2002.

THE BALLOT

Check **one** box in each of the following categories **OR** write in a vote. Multiple votes in the same category will be disqualified.

BEST CCG
- ❑ *Harry Potter*
- ❑ *Lord of the Rings*
- ❑ *Magi-Nation*
- ❑ *Warlord*
- ❑ Write-in:_____

BEST RPG
- ❑ *Exalted*
- ❑ *Godlike*
- ❑ *Mummy: The Resurrection*
- ❑ *Weird War II*
- ❑ Write-in:_____

BEST CCG EXPANSION
- ❑ *A Perfect Cut* [*Legend of the Five Rings*]
- ❑ *Androids Saga* [*Dragon Ball Z CCG*]
- ❑ *Backlash* [*WWF Raw Deal*]
- ❑ *Coruscant* [*Star Wars CCG*]
- ❑ Write-in:_____

BEST *MAGIC* PRODUCT
- ❑ *Apocalypse*
- ❑ *Odyssey*
- ❑ *Planeshift*
- ❑ *Seventh Edition*
- ❑ Write-in:_____

BEST RPG SUPPLEMENT
- ❑ *Dark Side Sourcebook* [*Star Wars RPG*]
- ❑ *Oriental Adventures* [*Dungeons & Dragons*]
- ❑ *Rifts Game Master Guide* [*Rifts*]
- ❑ *Traps & Treachery* [*d20 fantasy*]
- ❑ Write-in:_____

BEST CARD GAME
- ❑ *Chrononauts*
- ❑ *Grave Robbers from Outer Space*
- ❑ *Hell Rail*
- ❑ *Munchkin*
- ❑ Write-in:_____

BEST MINIATURES PRODUCT
- ❑ *Blood Angels Furioso Dreadnought* [*Warhammer 40K*]
- ❑ *Chainmail* [*Dungeons & Dragons*]
- ❑ *Lancers* [*Mage Knight*]
- ❑ *Lord of the Rings Strategy Battle Game*
- ❑ Write-in:_____

BEST TABLETOP GAME
- ❑ *Aladdin's Dragons*
- ❑ *Corsairs*
- ❑ *Drakkon*
- ❑ *Risk 2210*
- ❑ Write-in:_____

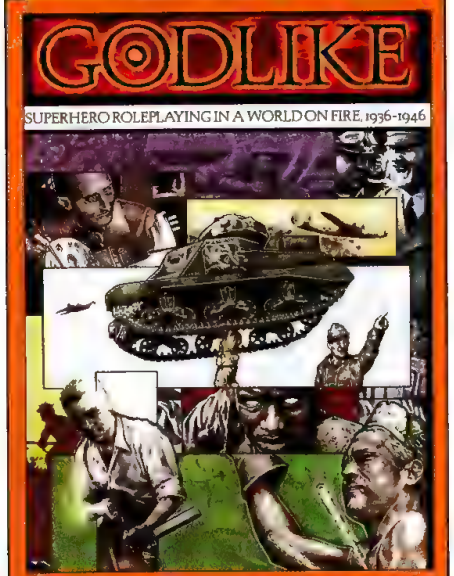
BEST COMPUTER GAME
- ❑ *Anarchy Online*
- ❑ *Arcanum*
- ❑ *Diablo 2: Lord of Destruction*
- ❑ *Ruins of Kunark* [*EverQuest*]
- ❑ Write-in:_____

FAVORITE ARTIST
- ❑ Ed Beard Jr.
- ❑ Tony DiTerlizzi
- ❑ Donato Giancola
- ❑ Kev Walker
- ❑ Write-in:_____

HALL OF FAME
(vote for two)
- ❑ *Champions*
- ❑ *Cosmic Encounter*
- ❑ *Diplomacy*
- ❑ *Illuminati: New World Order* CCG
- ❑ *Netrunner*
- ❑ *Settlers of Catan*
- ❑ *Titan: The Arena* (card game)
- ❑ *Vampire: The Masquerade*
- ❑ *Warhammer* (miniatures)

[ONDECK]

PICKOFTHEMONTH



GODLIKE

Remember Private Jones from Band of Brothers and the Battle of Britain? Those things were real, and they were also SO much kewler with [illegible] will this [illegible]?

Godlike [illegible] Hobgoblin [illegible] players are asked to [illegible] "clients" working for the [illegible] Army or a similar position in the British or Soviet special forces during WWII, to turn back the tide of the Axis and their own super-soldiers. Nobody wears tights and nobody wears capes. This is war, with the fate of the world in the balance.

Godlike features a unique "one-throw" resolution system—one throw of the dice determines initiative, hit location and damage—and everything you could ever need to adventure in this superheroic theater of war: more than 100 pages of background, 60 dossiers, 40 powers, more than 200 weapons and pieces of [illegible] plus a section that allows you to use the d20 system used by *Dungeons & Dragons*, if you so prefer.

So mount up. There ain't no [illegible] here, just blood and guts and the good fight. (www.hobgoblynn.com). $39.95.

ASCENSION AT FIREPEAK

WHAT IT IS: You and your rival wizards compete to succeed the archmage by assembling a power structure with the aid of faeries, vampires, giants, dragons and the like. For two to five players. Fantasy combat was never like this. House of Slack. **$14.95.**
WHY IT'S COOL: Some day you might have to do this for real, so you'd better practice while you can. Vampires don't take kindly to beginners.

BLOODLINES [*Vampire: The Eternal Struggle*]

WHAT IT IS: The latest expansion for *V:TES* adds a buttload—hey, vamps have butts, too—of minor clans to the fan favorite CCG, each with their own special powers. 196-card set. White Wolf. **$2.75** per 11-card booster.
WHY IT'S COOL: The addition of more than 10 new clans—and that many more unique abilities—adds a whole new dimension to the game.

CODEX GERMANIA [d20 fantasy]

WHAT IT IS: Details and stats on the Norse and Germanic pantheon of deities, plus new prestige classes, cleric types, spells, weapons and monsters. Troll Lord. **$29.95.**
WHY IT'S COOL: One word: Thor. No game with Thor, god of porn, can ever be bad. Wait a minute... Maybe we're thinking of another Thor.

DAWNFIRE

WHAT IT IS: A fantasy RPG sporting a more flexible system than many others. It's got rules allowing for "spontaneous magic," making the arcane arts easier to use than ever. Dawnfire. **$24.95.**
WHY IT'S COOL: How many times has your mage be toasted by a dragon only because of long casting times? Well, this may be your game.

DARKWOOD RPG

WHAT IT IS: A standalone game where Robin Hood and his band rise to strike a blow against Norman conquerors. Comes with two complete adventures and more than 30 adventure seeds. Tower. **$21.50.**
WHY IT'S COOL: 'Cuz that Maid Marian is a hottie—when she's not played by cousin Bob.

DODGE CITY [*Deadlands*]

WHAT IT IS: Smack in the middle of the Disputed Lands, Dodge City is a powder keg waiting to explode, as Union and Confederacy supporters constantly threaten to light the fuse. Pinnacle. **$25.**
WHY IT'S COOL: Wyatt Earp. Bat Masterson. Jennifer Love Hewitt. Okay, Jen's not in Dodge, but wouldn't the West be wilder with her in it?

DRACO & COMPANY

WHAT IT IS: Join Draco and his Round Table gang of brigands as they divvy up the loot from the latest score. Can you compliment and elbow your way to a bigger part of the booty? For three to six players. Eurogames. **$16.95.**
WHY IT'S COOL: We dig booty. Anything with booty is good. We live for bootytime. We are, in fact, bootilicious.

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ESCAPE INTO DARKNESS [*Sovereign Stone*]

WHAT IT IS: Your mission, should you choose to accept it, is to escape from a military prison and help deliver a message that could save the life of a Dominion Lord. For first- to third-level characters. Sovereign. **$9.95.**
WHY IT'S COOL: Some of the best minds in the world of fantasy fiction and the gaming biz are behind *Sovereign Stone*. Can you afford to pass it up?

FADING SUNS D20

WHAT IT IS: The d20 version of one of the most fantastic sci-fi/fantasy games ever. Feudal lords rule the Known Worlds, with their fanatical priests and scheming guildsmen. Add in aliens, psychics, lost civilizations, high-tech blasters and cybernetics, and how could you go wrong? Holistic. **$25.**
WHY IT'S COOL: Part "Babylon 5," part "Braveheart," *Fading Suns* has a tradition of innovation. That it's d20 makes learning it even easier.

FRAG DEADLANDS

WHAT IT IS: A mix of *Quake*, the Weird West and a boardgame. Body count is the only thing that matters. Steve Jackson. **$34.95.**
WHY IT'S COOL: Pick one—the magic-using huckster, harrowed gunslinger or mad scientist. They're all cool.

FREEPORT: CITY OF ADVENTURE [d20 fantasy]

WHAT IT IS: An in-depth examination of the people, places and politics of Freeport, including a full-color poster map of the city, rendered to the last detail. Green Ronin. **$29.95.**
WHY IT'S COOL: How many different apothecaries, weapons dealers and taverns do you have in you? Freeport does all your hard work for you, letting you spend time on the important things: chicks and adventuring.

FVLMINATA RPG

WHAT IT IS: Imperial Rome with gunpowder. Amongst the rubble of the erupted Mt. Vesuvius, an explosive black powder paves the way to the greatness of the empire in 248 A.D. Extensive background on the ancient world flushes out your campaigns. Thyrsus. **$25.**
WHY IT'S COOL: It's kinda like that classic "Trek" episode where the gladiator fights are televised. Kinda.

GALACTIC WARLORDS

WHAT IT IS: Cosmic cat-and-mouse game where your ruthless band of space pirates plunder the unsuspecting and seek to elude the Space Patrol. For three to six players. Avalanche. **$14.95.**
WHY IT'S COOL: Anything with the word "warlord" in the title can't be bad; in fact, it's Jessica Alba's middle name.

GLADIATOR: SINS OF DEATH [d20 fantasy]

WHAT IT IS: A d20 fantasy supplement featuring one-on-one combat in the savage gladiatorial arenas, with info on gladiator combat, weapons, equipment and prestige classes. Mongoose. **$16.95.**
WHY IT'S COOL: "What we do in life echoes in eternity!" Or didn't you see "Gladiator"?

LEGEND OF THE FIVE RINGS LARP

WHAT IT IS: A live-action version of the hit RPG, set in the Emerald Empire of Rokugan. It's a fantasy-flavored version of medieval Japan. Alderac. **$29.95.**
WHY IT'S COOL: With five years in development at major conventions across the country, this is the most playtested LARP ever. And let's face it, playing a mercenary Samurai beats being a thief stuck in some smelly old dungeon.

MONTAIGNE REVOLUTION [*7th Sea* RPG]

WHAT IT IS: The Emperor's cruelty has finally reached its breaking point in the minds of the peasants. Now the streets of Charouse are drenched in the blood of the aristocracy, and a new nation will be born from the ruins of the old. Alderac. **$19.95.**
WHY IT'S COOL: You always wanted an excuse to dust off that old guillotine in the back of your closet. Here it is.

WEIRDONE



YETI CUP

Okay, we get the fact that yetis live in the snow-covered mountains and that such white, powdery stuff and steep slopes are necessary for winter sports, but it's a bit strange when you combine the two. It's kinda like peanut butter and banana sandwiches—weird, but it works. Your racer snowboards down the mountain in pursuit of the coveted Yeti Cup while the big, hairy bigfoots—bigfeet?—of the other players chuck snowballs at your guy. Maybe it's just the yeti thing that make this so bizarre; the only thing that could makes it moreso would be crossdressing yetis. Rio Grande. (www.riograndegames.com). $19.95.

BEST BUYS

GAMES WE CAN'T GET ENOUGH OF

HARRY POTTER CCG



Based on Harry's courses of study at Hogwarts School of Witchcraft and Wizardry, players use cards in subjects like Care of Magical Creatures to take out their opponent. Fast-playing and elegant in its simplicity, *Harry Potter* is easy enough to teach a youngster, with enough strategy to make deck construction both a challenge and a joy. And the *Quidditch Cup* expansion puts a whole new spin on the game. Wizards of the Coast. (www.wizards.com). $9.99 per 82-card starter. $3.29 per 11-card booster.

MITHRIL: CITY OF THE GOLEM



Cities set smack dab in the middle of land in upheaval and strife are a dime a dozen, but really cool ones are hard to come by. *Mithril* has all the detail you need for a great d20 fantasy city. Besides, when was the last time your PC visited a tattooist, netmaker or ratcatcher? It's sure to make your adventuring a lot easier. Sword & Sorcery. (www.swordsorcery.com). $17.95.

THE PRINCES OF FLORENCE



In Renaissance Italy, earn prestige points by building things like hospitals and employing artisans and scientists. The catch? You're bidding against the other players to see who gets the best buildings and employees. You've never played anything like it. For three to five players. Rio Grande. (www.riograndegames.com). $39.95.

GRAVE ROBBERS FROM OUTER SPACE



Your characters—like Skippy The Wonder Dog, Bookish Girl With No Boyfriend and Creepy Old Innkeeper—must survive filming your latest horror film by fighting off monsters like Teenage Werewolves and Subterranean Cannibals, all while trying to match the title of the movie. The flavor text alone makes this one of the best party games ever. For two to six players. Z-Man. (www.shadowfist.com). $19.95.

SLAYERS GUIDE TO AMAZONS [d20 fantasy]

WHAT IT IS: Everything you need to know for your d20 campaign about the hot, sweaty female-dominated jungle tribes and their hot, sweaty methods of waging war. Wonder Woman not included. Mongoose. **$9.95.**

WHY IT'S COOL: How many times to we have to put "hot, sweaty" and "female" in the same sentence for you?

STARSHIPS OF THE GALAXY [*Star Wars RPG*]

WHAT IT IS: The ultimate guide for fans who want to build custom starships for their *Star Wars* campaigns. Also included are new ship types, templates and systems. Wizards of the Coast. **$21.95.**

WHY IT'S COOL: "Flyin' through hyperspace ain't like dustin' crops, boy." 'Bout time they made a manual for it.

SUZERAIN MORTAL REALMS RPG

WHAT IT IS: Ripped from the real world by gods, players are armed with magical jewels and then thrown back into the Mortal Realms on missions for their deities. Savage Mojo. **$34.99.**

WHY IT'S COOL: Our god-given mission is to get you to play games. Are you?

TOOTH & CLAW

WHAT IT IS: Adventure RPG set in the world of dinosaurs—where you play the dino. Includes details on the world of Pangea and info on the tribes and magic of the big lizards themselves. Wicked. **$15.**

WHY IT'S COOL: It's jurassically delicious!

VALLEY OF THE MAMMOTHS

WHAT IT IS: It's survival of the fittest in a land where rival tribes and fierce beasts of all sizes threaten your prehistoric way of life. Defeat your enemies and seize territory to ensure you live long enough to see the Ice Age. For three to six players. Eurogames. **$34.95.**

WHY IT'S COOL: Forget T-Rex. The only thing cooler than a woolly mammoth is a woolly monkey, and those went extinct about the same time as William Shatner's toupee.

VLAD THE IMPALER

WHAT IT IS: The definitive d20 supplement for medieval Transylvania, including historical information on Vlad Tepes—the real Dracula—plus info on the feudal lives of the populace and their struggles against the Ottoman Turks, as well as vampire myth. Avalanche. **$16.95.**

WHY IT'S COOL: How many of you would kill to have the title "the Impaler" attached to your name? "Bill the Impaler." Now, that's got a ring to it.

ZGEAR [*Z-G*]

WHAT IT IS: More weapons for your *Z-G* figure, including mandible headgear and bayonets. Each booster contains a randomly assorted part—painted in one of three levels of rarity—with matching CCG card and two additional maneuver or Syndic Champion cards to upgrade your figure. Atomoton. **$5** per booster.

WHY IT'S COOL: Our only complaint about the first *Zero Gravity* release was the lack of enough weapons; now our armories are overflowing!

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HIS HITS PUT FUMBLES ON THE GROUND

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TOTAL TOLKIEN

Everthing you don't know about "The Lord of the Rings" movies

By the IQ Gamer staff

YOU KNOW NOTHING.

You may think you know all there is to know about "The Lord of the Rings." You may have visited TheOneRing.net a dozen times a day, transcribed the trilogy in Elvish and secretly videotaped Arwen in her underwear. You still don't know it all.

But we do. We went to the source. We've talked to the designers at Weta Workshop to get the behind-the-scenes scoop on the special effects, sets and costumes. We've talked to John Rhys-Davies and Ian McKellen—Gimli and Gandalf—in the flesh. Heck, we even got a psychic to talk to Tolkien himself!

So if you want the real skinny on how many links are in Frodo's mithril shirt or the lowdown on Gollum's superfluous third nipple...Well, for that stuff, you have to go elsewhere. But if you want to dazzle your friends with true "Rings" insider info and strategy tips from Decipher's hottest new game, you've come to the right place.

SKELETON IN THE CLOSET The skull and facial structure for Gimli was built on a totally new design since the special effects people wanted him to look like a different species.

VIKING DWARVES Gimli's dress and props are Teutonic and Norse inspired, with sharp edges and more of an architectural feel; Legolas is more Celtic and whimsical—as are all the elves—with their building stressing their relationship with nature. This shows the cultural division between elves and dwarves.

TALL TALES, PT. 1 Additional [illegible] not need to be made for Gimli, since six-foot-one-inch John Rhys-Davies was just the right proportionate size—four-foot-eight—in relation to the hobbits.

BIRDS OF A DIFFERENT COLOR Stress was given to the difference between Gimli and Legolas: For instance, Legolas walks on top of the snow while Gimli is nearly buried in it.

TALL TALES, PT. 2 At six-foot-one, Rhys-Davies, who plays a dwarf, is actually the tallest of the fellowship actors. He's also the same height as Harrison Ford, in case you were wondering.

ABOUT FACE After six months, Rhys-Davies developed an allergy to the Gimli makeup, causing him to take many days off filming as his skin broke out in a rash and peeled off.

SCIENCE FICTION THEATER Though he's classically trained, Rhys-Davies has done a lot of sci-fi and fantasy work: the "Fantastic Four" and "Gargoyles" TV cartoons, the "Sliders" television series, "Dune 2000," "The Lost World," "Sinbad: Beyond the Veil of Mists"—and even the series of *Wing Commander* computer games.

SUFFERING FOR ART Rhys-Davies endured six to seven hours of makeup a day to play Gimli; this was down to about three and a half hours by filming's end. Touch-ups for other actors were a couple minutes; they ran about a half an hour for Gimli.



GIMLI, SON OF GLOIN

In Decipher's *Lord of the Rings Trading Card Game*, the Dwarven culture is rivaled only by the Gondor culture for fighting ability. Gimli is the sole companion to carry the damage +1 trait. Given a weapon and a couple skirmish events, Gimli provides your best shot at single skirmish kills. Play the condition Lord Of Moria, and not even the 4-vitality Cave Troll is safe from the damage +3 dwarf. In a pinch, Gimli doesn't even need to use skirmish events, as his exert ability can temporarily give him greater strength than even Aragorn.

All image ™ & © New Line Cinema.

GANDALF

[illegible] After a proposed remake of "King Kong" fell through, Weta began production in 1997 with plans to only do "The Hobbit"; this was quickly changed. That's no difference to Gandalf, since he's in *The Hobbit* too.

[illegible] Ian McKellen did many of his own stunts, including much of the combat in Balin's Tomb and the battle with Saruman. Not bad for a man of 62.

[illegible] They did more than 100 models of Gollum in order to capture his essence—a corrupted version of something that was once a hobbitlike creature. Actor Andy Serkis stood in for the twisted soul, though he was digitally removed and replaced with a CGI creature.

A TON OF [illegible] Talk about your "Long expected party..." There were 1,800 pairs of hobbit feet made for the film. That's fireworks for 900 hobbits! Hobbits were designed to look like they could've lived in 14th-, 15th- or 16th-century England—as opposed to Rohan, which seems to be set more around 900 A.D.

[illegible] Unlike the books, Gandalf carries three different staffs during the films: The first is kind of a sapling with a bulbous root head, with facets that allow it to hold Gandalf's pipe and tobacco pouch. Saruman takes it when he captures Gandalf.

[illegible] Staff number three is more considered and finely crafted, with the rune for "G," Gandalf's sign, carved in it. He carries this as Gandalf the White for the remainder of the trilogy. Gandalf's swords go through similar changes since he loses a pair of them to Saruman and the Balrog.

[illegible] The second staff has a head of crystal that gives off light, perfect for guiding the company through the Mines of Moria. Gandalf loses it in battle with the Balrog.

[illegible] Though he looks like an old man, Gandalf—and, in fact, all the wizards of the White Council—are ancient spirits set forth on Middle-earth to oppose Sauron over all the centuries in his various forms.



GANDALF, FRIEND OF THE SHIREFOLK

Gandalf is designed to be the cornerstone of a "rainbow" deck: The more cultures you include in your company, the stronger he gets. His strength of 6 is a point lower than the other Gandalf, but because there is always a hobbit around, he has a baseline of seven before adding any other cultures to the mix. Gandalf's favorite card, and arguably the most powerful event in the set, is Servant Of The Secret Fire. This spell allows Gandalf to "broadcast" a combat bonus to any companion. The rainbow deck thrives on this, as combos involving the deck's other fighting cultures are inconsistent.

SARUMAN

SIZE DOES MATTER The Shire and the world of the hobbits were constructed to make it look like that they live in a world of their own apart from the rest of Middle-earth. Every prop, set and costume in a scene with a hobbit had to have a double 1.38 times bigger so normal items would look the right size with the hobbits—including Saruman's city.

HUT CONSIDER ALL Saruman's chief companion is Grima Wormtongue, the King's Counselor of Rohan who thought to betray his master in order to have the king's daughter, [illegible]. Surprisingly, "Wormtongue" is not his real name but only a nickname given to him by the people of Rohan.

BLACK POWER Saruman's home is in the tower of Orthanc, which was originally built centuries before of unbreakable black rock by the Dúnedain of Gondor—those guys whose descendants would later become Aragorn's rangers. In the language of Rohan, "Orthanc" means "the cunning mind."

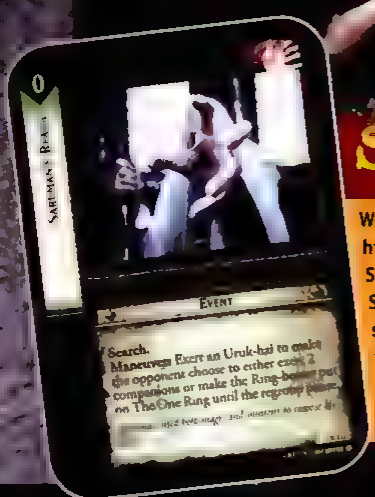
[illegible] SORCERER Christopher Lee is no stranger to the role of villain. He played roles such as Frankenstein's monster and Dracula in the cult classic Hammer horror films of the late 1950s and '60s, as well as Fu Manchu, and even Darth Tyranus in "Star Wars—Episode 2: Attack of the Clones."

FALL HARD By the end of the trilogy, Saruman has lost everything—pretty sad for a guy who once led the wizard council and had a city to himself. It's even sadder when you realize that of the 48,000 props for the film, he's left with about four.

CELLULOID ARSENAL More than 2,000 weapons, 1,000 suits of armor, 1,800 full body prosthetics, 10,000 facial appliances and 68 miniatures made up Saruman's orc army and the other forces of Middle-earth.

ONLINE ASSASSIN The "Lord of the Rings" site has now exceeded one billion hits. That's probably more than Christopher Lee, who plays Saruman, made as the hitman Scaramanga in the James Bond film "The Man with the Golden Gun."

WITH FRIENDS LIKE THESE... Saruman settled in Isengard just because he hoped he could use its magical palantir to find the One Ring. And in *The Hobbit*, when Gandalf and others fought the [illegible] Saruman [illegible] might appear to its creator.



SARUMAN'S REACH

While Saruman's character card doesn't show up in the first set, that doesn't mean his influence can be ignored. Saruman has various events and conditions that a Shadow player can use to enforce his will upon the company. One of these is Saruman's Reach, a card best used in combination with a direct damage or corruption strategy; exert an Uruk-hai, and your opponent either exerts two companions or forces the Ringbearer to put on the One Ring and risk corruption. If the deck can present a corruption threat to the company, this card works as well as two points of archery.

LEGOLAS

SPEAKING OF ELVES

How's your Elven? Learn to speak it like one of Legolas' brothers at www.grey-company.org/Circle/language/intro.htm.

SUPER SOLDIER

Orlando Bloom, who plays Legolas Greenleaf, was inspired to become an actor as a child when he learned Superman—Christoper Reeve—was an actor. Look For Orlando next year in Ridley Scott's "Black Hawk Down," about U.S. soldiers fighting in Somalia.

VAMPIRE ISLAND

In New Zealand, before the arrival of man around 1400 A.D., there were no mammals on the island except for a few species of bat, making it perfect as the setting for the age before now.

SHARP DRESSED MAN

lead actor's costume has a different buckling system and heraldry to illustrate the separate races and backgrounds. Check out ray Gimli's armor, and clothing compared to Legolas.

UNDER YOUR SKIN

nine members of the Fellowship each got a tattoo—the word "nine" in Elven—somewhere on their body. Though elves use runes as letters, they pronounce "nine" as "narte."

CLOTHES MAKE THE MAN

Many methods were made to make the gart of Fellowship members and rangers look travel-worn, including taking a cheese grater to the clothing.

ROMANCE IN RIVENDELL

Rivendell was such a magical and beautiful set, some people actually got married there. In fact, Rhys-Davies predicts a rise in New Zealand tourism after people see the

SPOCK'S TRUE LOVE

Cate Blanchett (Galadriel) was given custom copies of her elfin ears since she liked her prop ears so much. Weta staffers were impressed with her own inherent "elvish" qualities.



LEGOLAS, GREENLEAF

He's the best pure archer in the game and maybe the most versatile companion. Legolas not only has the archer trait built into his card—the only companion with this advantage—but a special ability that allows him to plant an arrow in an enemy every time he exerts. Deal one damage during the archery phase to a minion of your opponent's choosing, or in a pinch, use his ability to pick off a 1-vitality minion that's going to cause hurt. With cards like Shoulder To Shoulder or Athelas to heal Legolas, he becomes a one-elf Gatling gun.

LURTZ

KILLER ORCS

Saruman's genetically bred orcs on the idea of the Nazi superman. Additionally, Weta went to [illegible] to differentiate the orc types: Saruman's orcs—like Lurtz here—are larger and unafraid of sunlight compared to Sauron's. They also look [illegible]

BECAUSE IT WAS THERE

For scenes where the Uruk-hai chase the Fellowship across the mountain tops and the Moria orcs emerge at Dimrill Dale, the actors were actually dropped by helicopter onto the mountains. The avalanche at [illegible]

CLONE WARS

Laga'aia—just one of the actors who plays Lurtz the orc—has a role in another huge film franchise. He also plays Captain Typho in "Star Wars—Episode 2: Attack of the Clones."

AUTHENTIC ARMORY

Weta Workshop—the company behind the sets, costumes, props and special effects—used an actual blacksmith shop to hand-beat the plate-steel [illegible]. A [illegible] blades the same way they did 500

WARGAMING ON THE SET

Miniatures shooting alone for the films took more than two years. Set up much like wargaming, miniatures are used to establish the storyboard. Using a lipstick camera, images of the models are fed to a TV so the director can approximate where he wants the camera to be during actual filming—especially important for all the orc army combat with the forces of good.

[illegible] WITH ARAGORN, PT. 1

[illegible]. Mortensen was praised for totally immersing himself in the role of Aragorn. He fought so realistically with the orcs that he chipped a tooth during the filming of one fight. Additionally, he made the [illegible] sharpening stones he would carry in his belt pouches since Aragorn [illegible]

BALROG BYTES

In the "The Lord of the Rings," the storyboards were computer animated to get an even better idea of how the shots worked. It allowed director Peter Jackson to get a sense of how the special effects would [illegible]

DRIPPING WITH ARAGORN, PT. 2

Viggo refused to carry the lighter aluminum sword used by everyone else, choosing to carry the five-pound steel blade instead — even when it [illegible] its scabbard—so it would look more natural.



LURTZ, SERVANT OF ISENGARD

Chief among Saruman's minions, Lurtz is another of the big hitters. While his strength is a touch lower than either the Cave Troll or the Witch-king, he has all of the traits that make a minion feared: Only Lurtz possesses archery, damage +1 and, possibly, the fierce trait. Because he has the lowest cost of the big hitters, Lurtz poses a very real threat multiple times in the game. Combine 13 strength with all his special abilities, and you have a minion that will likely put four lovely red tokens onto companions in combat, plus one in the archery phase.

In the coming darkness, the IQ staff wonders if its One Ring is strong enough to crack open a box of Cracker Jacks



OUTWIT OUTPLAY

SURVIVOR

DOMINARIA

OUTLAST

Five Staffers Clash in the Ultimate *Magic* Challenge

By William Steinmetz and the IQ Gamer staff

Deprived of basic comforts, exposed to the harsh supernatural elements, their fate at the mercy of strangers.... Could they survive?

That's what we aimed to find out when we stranded five InQuest editors in Dominaria. Once there, they were forced to work together to weather the elements, while eliminating each other one by one in multiplayer *Magic* games. The lone survivor would walk away with one million...*Magic* cards.

Day by day, the harsh conditions would test the endurance of our intrepid crew. Y'know, things like fluorescent lighting, unpadded chairs, post-lunchtime Taco Bell air and threatening, indigenous animals like rats, saprolings and squirrels—lots of squirrels.

Wanna see what it takes to win in cutthroat chaos *Magic*? Read on.



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Da Rules

- If you've got the least points at the end of a game, you've got no immunity and are outta here.
- Each player can attack every other player.
- 5 points for each player you deal lethal damage to.
- 5 bonus points for being the last man standing.
- X points depending on which challenge was randomly revealed at the game's start. Challenges did not repeat. Players did not know what the challenges would be when building their decks.

Meet the Tribe

Before the match, we interviewed each editor on his survival skills and gave 'im a 10-second microphone to tell us how he would reign supreme:

BRENT

Hometown: Paulding, Ohio
Favorite Card: Birthday (with money inside)
Hobbies: Standing very still (it freaks people out)
Luxury Item: Tattered *Maxim* back issue
Pre-Game Scoop: "No land equals no chance. That's how these other chumps are gonna feel when my lightning-quick deck's through with them. First-turn Exploration and Elf. Second-turn Land Grant and Priest Of Titania. Then the kicker: Limited Resources. Bam! I'm a mere Natural Order from a Multani or Verdant Force, and they can't afford a Wrath Of God. This is gonna be a cakewalk."

JEREMY

Hometown: Warwick, R.I.
Favorite Card: Volrath's Shapeshifter
Hobbies: *Spellfire*, candle-making
Luxury Item: Fingernail polish
Pre-Game Scoop: "You gotta have brains to win, my friend. And this deck requires just that, with all sorts of weird interactions. My two keys are Survival Of The Fittest and Volrath's Shapeshifter, which let me morph into any creature in my deck at instant speed. Once I've taken over the table, I'll boot everyone else off the island with fatties like Phelddagrif and Avatar Of Woe."

MIKE

Hometown: Greenwood Lake, N.Y.
Favorite Card: Fleeting Image
Hobbies: Card-sorting, baseketball
Luxury Item: Self-cleaning underwear
Pre-Game Scoop: "You can go to jail for the highway robbery this deck gets away with. I plan on sitting tight in the early going, since playing nice-nice with everyone helps my survival odds. Once the mana's in place, a Death Pit Offering beefs up my future critters. Late in the game, I'll strike, stealing creatures with Reins Of Power and killing their owner with a single blow!"

STEVE

Hometown: Williston Park, N.Y.
Favorite Card: Spirit Link
Hobbies: Petty vandalism
Luxury Item: Spray paint, black
Pre-Game Scoop: "Just call me Mr. United Nations, baby. I'm all 'bout diplomacy. It's hard not to like the guy who donates life to others or saves everyone's ass by shutting down Multani with Wrath Of God or Meekstone. Oh yeah, I've got some game-winning combos too, like a Spirit-Linked Squallmonger and a lead in life."

TOM

Hometown: Arvada, Colo.
Favorite Card: Pattern Of Rebirth
Hobbies: Lawnmowing, beer
Luxury Item: Kavu repellent
Pre-Game Scoop: "My strategy is simple: Throw Pattern Of Rebirth on an early-game critter like a Birds Of Paradise, blow up the world with one of six global destruction effects, then fetch a large creature with the Pattern and pound the sand out of everyone. If I can pull a Multani out after a Jokulhaups resolves, I'll feel better than Richard Hatch at a nudist camp."



TRIBAL COUNCIL Every round, the *IQ Magic* player with the least points got the boot.

ROUND 1: Breaking Wind

Challenge: Wind—gain one point any time you remove a card in your hand from the game during your upkeep.
Survivors: 5

With fists clenched and mother jokes a'flying, our crew sits down and proceeds to pelt Brent with the entire week's supply of toilet paper.

Turn 1: Steve busts the first move, playing a Sol Ring and Fellwar Stone. Looks like Mr. Diplomat's the early target.

Turn 4: Steve's about to croak, when Brent figures it's time to fetch a Verdant Force with Natural Order. Nothing like a nigh-infinite bunch of 1/1s to turn everyone's attention.

Turn 5: Seeking to kiss ass, Jeremy ditches an Avatar Of Woe to the grave, morphing his Volrath's Shapeshifter to frag Verdant Force. Brent returns to his chalupa in disgust.

Turn 6: Steve's forced to Balance. Tom gets a 15/15 Multani with his Pattern Of Rebirth.

Turn 7: Tom thanks Jeremy for the Shapeshifter trick by smoking him out of the game. Not wanting to see who's next, Steve plops a Meekstone onto the table.

Turn 8: Brent screams "No land for you" and plays Limited Resources. He dies two turns later.

Turn 12: The Meekstone's still got things under wraps, but Mike plays Reins Of Power on Tom. Mike steals Multani and a 4/4 Rukh token, first obliterating Tom with them, then sacking his newfound army to cast a Phyrexian Dreadnought.

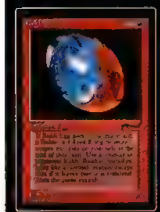
Turn 21: Mike's Fleeting Image, even at 4/3 because of Death Pit Offering, has rendered the Meekstone useless. Steve ditches his hand for challenge points, then scoops. Mike wins Brent's half-eaten chalupa in ante.

POINTS EARNED:
Mike: 29 points
Steve: 14 points
Tom: 12 points
Brent: 4 points
Jeremy: 1 point (eliminated)

10 BEST MULTIPLAYER CARDS

Nine times outta 10, a power card in one-on-one *Magic* is a chaos game-winner. It's finding the hidden gems that makes chaos fun. Otherwise-limited cards like Night Soil become powerhouses. Zur's Weirding can completely wreck a player who's become the common enemy. Thrashing Wumpus and Energy Bolt become lethal for their utility.

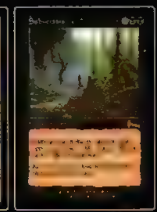
Here's our picks for the 10 best multiplayer cards you're probably not playing, but should.



10. RUKH EGG: Any successful chaos deck needs ways around Wrath Of God and Jokulhaups. Nothing works better than the Rukh Egg, which becomes a 4/4 flyer when it's cracked open.



9. MOONLIT WAKE: Multiplayer fact of life #1: Creatures are gonna die. Lots of creatures. Gaining a life for each creature taking the dirt nap ain't worth it in normal games, but can be a game-clincher in chaos.



8. SUBVERSION: Multiplayer fact of life #2: Games tend to last a while. And while creature threats tend to come and go, the steady damage—and lifegain—provided by Subversion makes it an all-star.



7. JADE STATUE: Of Buddies shines in the chaos format. Unlike Chimeric Idol and Soul Link, the Statue's only a creature—and a buff 3/3 at that—during combat, making him immune from sorcery-based creature kill.



6. FIERY JUSTICE: Five damage, divided as you choose, for three mana is an awesome bargain. But the Justice's real benefit is the card's supposed drawback: you have to give an opponent five life. It's the ultimate ally-maker.



5. MAZE OF ITH: It basically reads "Target creature with the highest power will not attack you." Does it need any other justification? Kor Haven's a less-effective but cheaper alternative.



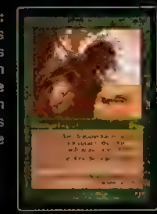
4. VERDANT FORCE: The ultimate enemy-maker—a 7/7 that gives you a 1/1 on each player's upkeep. Short of playing Winter Orb, there's no better way to put a target on one's own head. The difference is that the Force wins you games.



3. GRAVE PACT: Multiplayer fact of life #3: you need ways to kill creatures. Lots of creatures. Grave Pact combined with an easy way to sac creatures, is about the nudest trick in the book. It even stops our number one pick cold.



2. REINS OF POWER: Speaking of rude, there's nothin' like using your foe's creatures to squssh him to a pulp. Except maybe sacrificing them when you're through. Reins lets you do both, for a mere four mana.



1. MULTANI, MARO-SORCERER: [illegible] But toss in untargetability to shut down Spirit Link, Swords To Plowshares and the like, and you've got chaos *Magic*'s hands-down superstar.

WHAT'S YOURS IS MINE!

MIKE'S FINALIST DECK

What's better than stealing your opponents' creatures with Reins Of Power? How 'bout sacrificing them to Attrition or to cast a Phyrexian Dreadnought? And thanks to Death Pit Offering, your 1/1 tokens now become giants which can survive the massive Pestilence damage your Crypt Rats can dish out. Wait, there's more. Draw cards by using Shimmering Efreet to phase out your Thalakos Seer or steal everyone's enchantments with Aura Thief.

ARTIFACT CREATURES
2 Phyrexian Dreadnought
BLACK CREATURES
1 Crypt Rats
2 Phyrexian Plaguelord
1 Thrashing Wumpus
BLACK SPELLS
3 Attrition
1 Breeding Pit
4 Death Pit Offering
1 Grave Pact
1 Lab Rats
BLUE CREATURES
2 Aura Thief
4 Fleeting Image
2 Shimmering Efreet
4 Thalakos Seer
BLUE SPELLS
4 Arcane Denial
4 Reins Of Power
LANDS
8 Island
4 Mishra's Factory
4 Salt Marsh
1 Soldevi Excavations
7 Swamp



ROUND 2: Dirt Nap

Challenge: Earth—Gain one point for each creature card put into your graveyard from play during the game.

Survivors: 4

Now that everyone knows what they're up against, there's little room for diplomacy, except by Steve, who's now offering foil rares and porn flicks to anyone who doesn't attack him.

Turn 1: Brent drops Exploration and a Llanowar Elves. It's a 3-on-him now.

Turn 2: The first hit comes from Mike's Mishra's Factory. Tom attacks for zero with a Birds Of Paradise.

Turn 4: Mike plays an Aura Thief. Steve casts a Squallmonger, enabling Tom to kill the Thief and net Mike the Exploration. Brent cries for Steve's momma.

Turn 7: Brent lets Steve kill him. Mike calls for a Congressional inquiry.

Turns 9-12: Mass destruction spell after spell is fired off. Looks like a long game...

Turn 14: ...until Mike top-decks another Mishra's Factory and blows Tom to shreds.

Turn 17: The Factory is Plowshared. Stall on.

Turn 21: A mana pocket earns Steve a Jade Statue. A mana pocket earns Mike a buttload of land.

Turn 24: Mike plays Lab Rats with buyback.

Turn 25: Another Lab Rats with buyback.



Turn 27: We haven't seen this many rats since *Pokémon* was popular.

Turn 36: Steve draws. One windmill slam later, a Hurricane spells game over.

POINTS EARNED:

Mike: 12 points (41 total)
Steve: 15 points (29 total)
Tom: 9 points (21 total)
Brent: 2 points (eliminated)

ROUND 3: Wet Spot

Challenge: Water—Gain one point at the beginning of your upkeep if you have 10 or more life.

Survivors: 3

This one's an ugly scene from the start.

Turn 2: Mike and Tom are mana-screwed, but Steve's Sol Ring provides a quick Squallmonger.

Turn 6: Steve's got both his foes under 10 life. No more cheap points for them.

Turn 7: "Screw diplomacy," shouts Steve, tossing a Spirit Link onto the Squallmon-

Death Trip 2001

Made friends, made enemies, and almost died ~can't wait to go back!



Derethian Identity: warrior, allegiance monarch, trained in axe and sword



Blade Master



Enchantress



Life Mage



Archer

Note to Self: Olthoi breed deadlier than last month



Me battling vile olthoi insects in Marae Lassel

claw from nearly lost arm

~ gauze from wound on nearly lost arm

My house, Southern Osteth



Weapons stored here:
~Quiddity Sword
~Pyreal Axe

purchased in Marol

friends in my allegiance, each chosen for a purpose, a



My preci… allows me t… …ll, focus.

ASHERON'S CALL
DARK MAJESTY

TEEN T ESRB INTERACTIVE

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NICE GUYS FINISH FIRST

STEVE'S FINALIST DECK

This deck firmly believes the best offense is a good defense, and the ability to make friends along the way. Another player getting pounded on? Tap a potential attacker with an Icy Manipulator, or turn it back with Maze Of Ith. Toss a struggling player five life with a Fiery Justice. That's not to say this deck can't hit for some damage. Jade Statue's nigh-unstoppable. A Squallmonger and a lead in life is lethal. Lastly, Night Soil turns all the creatures you Wrath away into a huge army of saprolings.

ARTIFACTS
1 Feldon's Cane
2 Fellwar Stone
1 Icy Manipulator
1 Jade Statue
1 Meekstone
1 Sol Ring

GOLD SPELLS
2 Energy Bolt
2 Fiery Justice

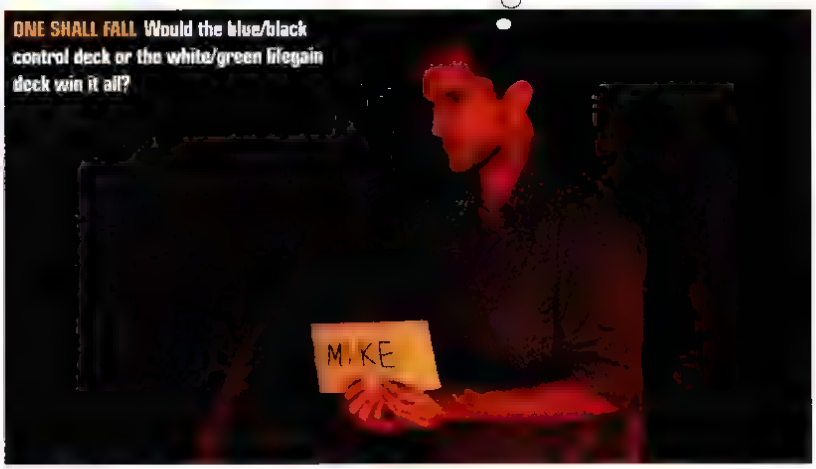
GREEN CREATURES
2 Squallmonger

GREEN SPELLS
1 Hurricane
1 Night Soil

WHITE SPELLS
3 Aura Of Silence
1 Balance
1 Congregate
4 Enlightened Tutor
1 Moonlit Wake
1 Replenish
4 Spirit Link
2 Swords To Plowshares
1 Testament Of Faith
3 Wrath Of God

LANDS
2 Battlefield Forge
4 Brushland
3 Forest
2 Karplusan Forest
1 Kor Haven
1 Maze Of Ith
5 Plains
4 Reflecting Pool
1 Shivan Gorge
1 The Tabernacle At Pendrell Vale





ONE SHALL FALL Would the blue/black control deck or the white/green lifegain deck win it all?

ger. It's a race for immunity between Mike and Tom now.

Turn 8: Multani makes an encore appearance, this time as a 13/13.

Turn 9: Mike casts a Crypt Rats, then nukes them to kill Tom, knocking himself down to 1 in the process. Steve makes quick work of him.

POINTS EARNED:

Mike: 10 points (51 total)
Steve: 19 points (48 total)
Tom: 5 points (eliminated)

ROUND 4: Fire Dance

Challenge: Fire—Gain one point each time you destroy or remove from the game a creature controlled by any opponent.

Survivors: 2

It's winner take all, as the 10 points for winning will vault either survivor over the top.

Turn 4: Mike's off and running with a Shimmering Efreet and Thalakos Seer. Let the phasing games begin.

Turn 6: A Fleeting Image has joined the mix. Steve's Kor Haven is all that's keeping him alive.

Turn 7: Steve—already down to 12 life—Enlightened Tutors for his Icy Manipulator.

Turn 9: The Jade Statue re-appears. Unfortunately, it doesn't fly.

Turn 11: Finally, an opening. The Icy taps Mike's Soldevi Excavations, leaving him unable to play Arcane Denial or bounce a Fleeting Image. A Hurricane clears the air.

Turn 13: It's a race now. The Statue's got Mike down to 8. The Seer has Steve at 2. Advantage Mike.

Turn 14: The four-game marathon comes down to one question: Does Mike have an Arcane Denial in hand? Steve attacks for 3, then casts a five-point Energy Bolt. Mike taps two Islands and... tosses his hand on the table. The diplomat wins. Let that be a lesson, kids: For all Steve's sweet-talking, it's a handy-dandy direct-damage spell that wins the day.

FINAL POINTS:

The Winner, Steve: 13 points (61 total)
Runner-up, Mike: 0 points (51 total)

Each member of the INQUEST *staff is a streetwise survivor with a wise-cracking sidekick. Are you listening Fox Television?*

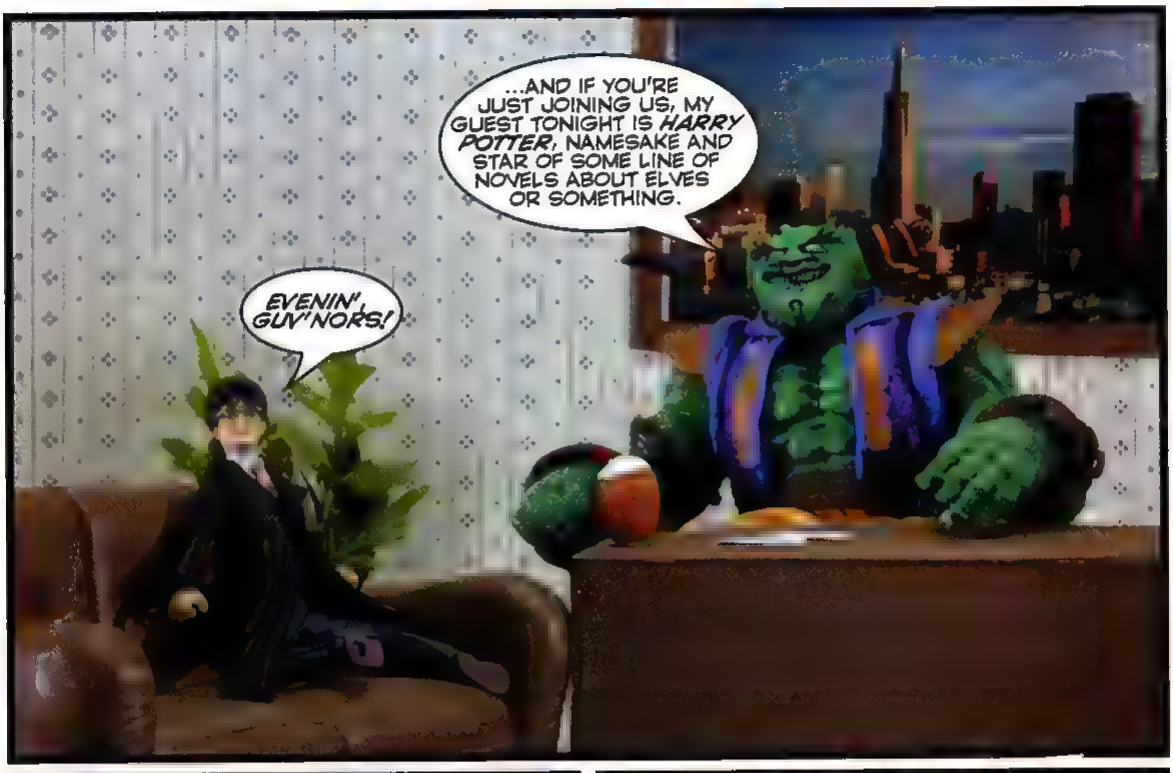


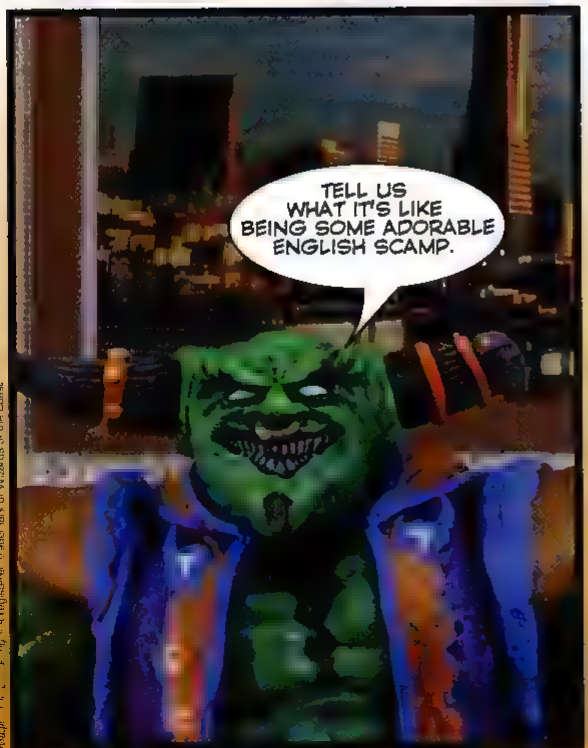
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Figures are not shown in actual size.

IQ THEATER PRESENTS

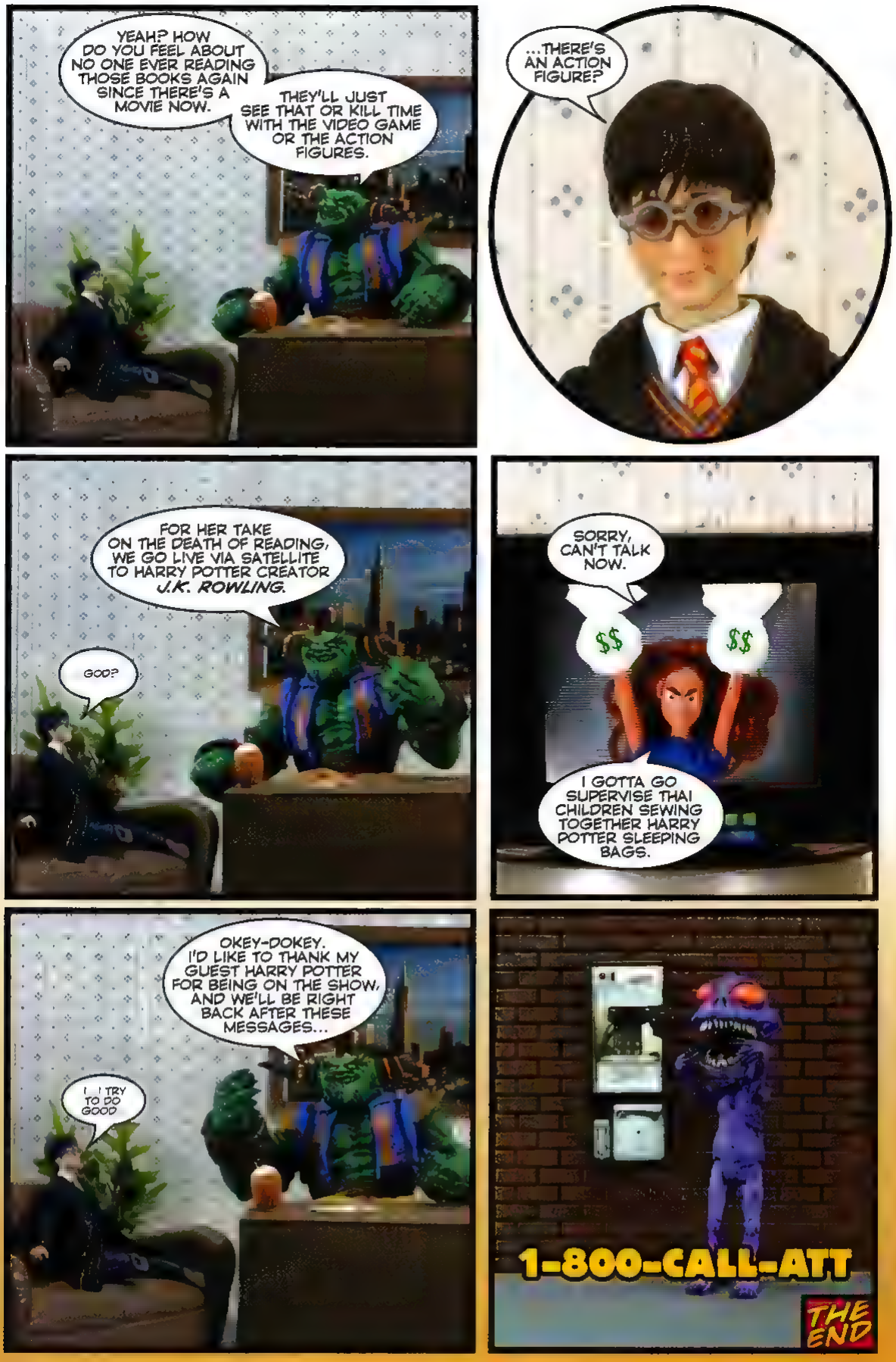
HARRY SITUATION

BY PAT MCCALLUM & TOM ROOT








YEAH? HOW DO YOU FEEL ABOUT NO ONE EVER READING THOSE BOOKS AGAIN SINCE THERE'S A MOVIE NOW.
THEY'LL JUST SEE THAT OR KILL TIME WITH THE VIDEO GAME OR THE ACTION FIGURES.
...THERE'S AN ACTION FIGURE?
FOR HER TAKE ON THE DEATH OF READING, WE GO LIVE VIA SATELLITE TO HARRY POTTER CREATOR J.K. ROWLING.
GOD?
SORRY, CAN'T TALK NOW.
$$
$$
I GOTTA GO SUPERVISE THAI CHILDREN SEWING TOGETHER HARRY POTTER SLEEPING BAGS.
OKEY-DOKEY. I'D LIKE TO THANK MY GUEST HARRY POTTER FOR BEING ON THE SHOW, AND WE'LL BE RIGHT BACK AFTER THESE MESSAGES...
I...I TRY TO DO GOOD
1-800-CALL-ATT
THE END

KillerDecks

Secret Force

by Steve Frohnhoefer

Multicolor this. *Invasion* Block may have set the Standard scene ablaze with multicolored weirdness. But Extended remains a monochromatic world for the most part. Red's got its Sligh decks, white its weenies and blue its Illusions/Donate.

But lest we forget *Magic* has an ugly stepchild of sorts—green. Speed kills, and combined with the best control the forests have to offer, a monogreen build can effectively handle most anything thrown its way. Just ask Michael Turian, who piloted this green control deck to a 5-0-1 record during the Extended portion of the World Championships, en route to a top-eight finish.



FRUSTRATION WEAVER Green's spike creatures provide some of *Magic*'s best control.

Most folks associate green with speed and aggressive creatures. Well, they're right, but the color offers more removal than the casual player might think. Lyrists—Elvish and Druid—and Uktabi Orangutans serve double-duty as damage dealers and enchantment/artifact nukers. Green's multitude of Spike creatures, especially the Spike Weaver and Spike Feeder, provide stellar spell effects if you're willing to take some +1/+1 counters off them. And Creeping Mold's one of the game's best control cards, ever.

What's In It?

As much control as a monogreen build can offer. A first-turn Elvish Lyrist can cripple Illusions/Donate long before its combo is ready to go off, not to mention halting Oath Of Druids in its tracks. Spike Weaver slows weenie and other aggro decks to a crawl. Spike Feeder's ideal for that extra life push versus Sligh. Uktabi Orangutan and Creeping Mold neutralize those pesky Masticores, Ensnaring Bridges and the like. Dust Bowls and Wastelands nail opposing Ports and, more importantly, Cradles, paving the way for you to play your own copy of the legendary land. Don't undervalue Wall Of Roots, either. At 0/5, it stops just about any early threat, while potentially speeding your mana production if you want to remove a counter.

Of course, nothing's of much use once a counter/control deck gets its two blue mana or a Forbid lock in place. So this deck's designed around a slew of one-drops that can chip a blue mage into submission. Llanowar and Fyndhorn Elves, as well as the Lyrist, can ping away with near-impunity. After all, does a control freak really want to waste a Boomerang on a 1/1?

How It Wins

Let me count the ways. The deck's set up to win with Natural Order, which for just four mana and a sacrificed green creature lets you put any green creature from your library directly into play. In this deck, that creature is ideally a third-turn Verdant Force, which should be lights-out if it hits the table, even without all the little saprolings you'll be getting.

But this hardly is a one-trick pony. In addition to the



the deck

ARTIFACT CREATURES
3 Masticore

GREEN CREATURES
4 Elvish Lyrist
4 Fyndhorn Elves
4 Llanowar Elves
4 Spike Feeder
3 Spike Weaver
3 Uktabi Orangutan
2 Verdant Force
4 Wall Of Roots

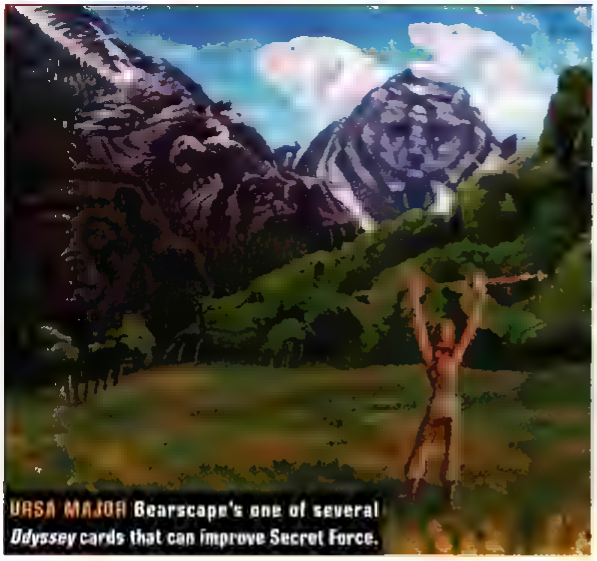
GREEN SPELLS
2 Creeping Mold
4 Natural Order

LAND
2 Dust Bowl
14 Forest
3 Gaea's Cradle
4 Wasteland

SIDEBOARD
- [illegible]
- Emerald Charm
- Masticore
- Penumbra Wurm
- Powder Keg
- Spike Weaver
- Uktabi Orangutan

SUBSTITUTIONS
- Verdant Force → Hunted Wumpus
- Masticore → Blastoderm
- Gaea's Cradle → Haverwood
- [illegible]

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URSA MAJOR Bearscape's one of several *Odyssey* cards that can improve Secret Force.

control they provide, your Spike creatures can add a little attacking punch if the Order's countered or the Force is not with you. And who hasn't seen a Masticore win a game single-handedly, especially with a ton of mana to help it do its creature-killing thing?

Da Board

Turian's sideboard, as any green 'board should, is designed mainly to hose blue. Choke, which prevents Islands from untapping, can actually be a better hoser than red's Island-nuking Boil. Emerald Charm's another quick way to deal with Stasis or Illusions Of Grandeur, or ground a flying creature so you can block and kill it in a pinch.

Four Powder Kegs are included to neutralize the early one- or two-drops of Sligh, white weenie and even other speed green decks if the situation's dire enough. A lone Penumbra Wurm is included to provide a Natural Order target against Turbo-Land decks carrying Obliterate and heavy control offerings packing Wrath Of God. The fourth Masticore goes in versus decks heavy on artifact removal, or even those carrying tons of tiny creatures.

Odyssey Add-ons

Magic's latest expansion offers plenty for a deck like Turian's. Spellbane Centaur's a must-have sideboard card against blue. Illusions should just scoop if he hits play, since Druid Lyrists—it's the same as the Elvish Lyrist, if you haven't noticed—and the like will be free from bounce effects for the remainder of the game.

Bearscape's another diamond in the rough; you're carrying plenty of creatures that sac themselves, so why not recycle them as 2/2 creatures? The 'Scape also turns every two counterspells into a 2/2 for your side.

You may also experiment with *Odyssey*'s token generators with flashback, especially Call Of The Herd and Beast Attack. What's not to like about two creatures for the price of one card?

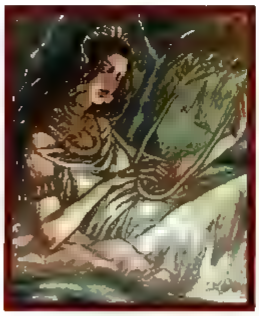
Lastly, Overrun's not a new card, but its power can't be ignored by any green deck counting on tons of creatures.

Steve Frohnhoefer's not so secret with his force. He's shameless when it comes to letting a wicked one rip in a crowded room.

INSANITY!

Crazy plays this deck pulled off to win

Secret Force lacks the smoothness of many other decks, but nobody said a deck needs to be pretty to achieve success. Here's four of Turian's key plays from his Worlds victory over Tommi Hovi, another top-eight finisher there.



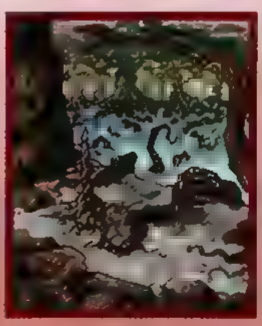
ELVISH LYRIST

It single-handedly stops many prominent decks—including Hovi's Oath Of Druids offering—in their tracks. It's nice to draw two of them early, so when one gets Force Of Willed, the backup resolves and locks down an Oath player.



UKTABI ORANGUTAN

Hovi finally found a Keg to get rid of Turian's Elvish Lyrist and clear the path for his Oath. But Natural Order's about much more than fetching Verdant Force. Turian grabbed the Orangutan to zot the Keg, forcing a scoop.



CHOKE

Illusions/Donate. Stasis. Oath. They all play blue, and all those old-school dual lands count as Islands. A second-turn Choke left Hovi with only a Savannah. Even an Oath in play wasn't enough to recover.



DUST BOWL

What Extended deck doesn't run an assload of nonbasic lands? And what green deck needs its land come, oh, turn three? A Dust Bowl—with the Choke already in play—paved the way for an uncounterable Natural Order to fetch the best fatty ever.

KillerDecks

Lord of the Rings by Mike Searle

Dwarves and orcs working together? What Middle-earth are we talking about? Well, you won't see it in the movie, but you will see it in this deck, which relies on both Free Peoples companions and the Shadow minions to run the other guy out of cards.



SMALLVILLE Dwarves might be of diminutive size, but they'll knock big chunks off your opponent's deck.

Top Cards

Your party stalwart is Gimli, Son Of Gloin. He can exert to bring his strength up to an eight and he deals two damage a shot. Coupled with dwarven possessions like Dwarven Axe and events like Axe Strike, Gimli becomes a super-strength, killin' machine. With a good card draw, Gimli can even take on the mighty 15-strength Cave Troll single-handedly.

On the Shadow side, your minions are a bit slow—all have home sites five or six—but come armed with special abilities that put a hurtin' on your opponent whether they win a skirmish or not. Sauron minions like the Orc Soldier can inflict a wound on a character just for engaging with it, and the Hate event can zap a companion with a wound from long range.

How It Beats You

Don't worry about the early game. Set up your dwarves, especially with a Dwarven Axe or two, and win timely skirmishes to play Nobody Tosses A Dwarf and remove three more cards from your opponent's deck. The condition Greatest Kingdom Of My People, which forces a deck discard every time your opponent plays an orc—and the probability that your opponent will be drawing lots of cards through reconciling or his own deck strategy—ensures a rapid decline of your opponent's deck.

As the twilight pool builds, play your Uruk Soldiers and Uruk Ragers to remove more cards. At every opportunity, slip off a Desperate Measures to hammer away five cards and an Orc Butchery to force three discards for each card in the dead pile.

The steady stream of deck destruction will take its toll. Generally, by site six you will have removed your opponent's deck from play. Then let's see him tackle the toughest three sites in the game without any cards in hand. If you think your opponent's party might make it to the end, double-time your own company; with a crippled hand, he'll be powerless to throw any serious threats against you.

1 Card

Desperate Measures. Spot a Sauron orc and remove a burden to blast five cards off your opponent's deck. It's your big gun in the race to finish off the opposing party before they can cross the finish line.

Editor Mike Searle knows that size doesn't matter, just don't tell the other IQ "staffers" that.



"Little Giants"

STARTING COMPANY
1 Frodo, Son Of Drogo
1 Gimli, Son Of Gloin
1 Legolas, Greenleaf
1 The One Ring, Isildur's Bane

FREE PEOPLES
4 Axe Strike
2 Boromir, Son Of Denethor
2 Delving
3 Dwarven Axe
4 Dwarf Guard
2 Farin, Dwarven Emissary
1 Greatest Kingdom Of My People
4 Nobody Tosses A Dwarf
2 Still Draws Breath
4 Their Halls Of Stone

SHADOW
3 Desperate Measures
3 Hate
3 Lurtz, Servant of Isengard
1 Morgul Hunter
2 Morgul Warden
1 Orc Butchery
3 Orc Hunters
3 Orc Scouting Band
4 Orc Soldier
2 Orc War Band
4 Uruk Rager
4 Uruk Soldier

ADVENTURE DECK
1 Westfarthing
1 Trollshaw Forest
1 Rivendell Valley
1 Dwarrowdelf Chamber
1 The Bridge Of Khazad-dûm
1 Galadriel's Glade
1 Anduin Confluence
1 Shores Of Nen Hithoel
1 Summit Of Amon Hen

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Killer Armies

Mage Knight

by Matt Robinson

The appearance of a single Tormented Soul on the battlefield is enough to give many opponents fits. A formation of three Tormented Souls will have them calling 911! "Soul Train" uses a Shyft warrior from the *Whirlwind* expansion and several of Mage Spawn's best figures to overwhelm an opponent with speed and might.



OH OH ... You think these guys are in trouble? The Tormented Souls are in front of them.

Top Figures

This simple army showcases several figures and game mechanics introduced in *Whirlwind*. By combining the Shyft Bond Maker with Mage Spawn's Wraith and Tormented Soul, you can create a Shyft/Mage Spawn movement formation making better use of your actions each turn. The Bond Maker also provides your Mage Spawn with speed 10 through his force march special ability. Leave the fighting to the Wraith and the Tormented Souls; protect the Bond Maker.

The Wraith is a complete warrior. It combines stunning offensive values with strong defensive values and abilities. But this army's top warrior is the Tormented Soul. With excellent defense against ranged attacks, virtual immunity to many figures' attacks and outstanding damage values, expect the Souls to deliver most of the hurt. Don't push them, though, or you will find yourself with one less Tormented Soul in your army!

How It Beats You

Strategic use of terrain and keen assessment of your opponent's threats are vital to the successful use of "Soul Train". Bring plenty of hindering terrain to set the scene.

Begin with a formation of three Tormented Souls, the Wraith and the Bond Maker. Inspect your opponent's forces. If your opponent comes with an army incapable of dealing more than two damage at a time, shake hands and find another opponent; you have won the game. Otherwise, identify any figures with damage values greater than two or with magic blast. These figures can eliminate the Souls or target the Bond Maker while behind his shield of Mage Spawn. Send in the Wraith to neutralize these threats. You do not have to eliminate the figures, just injure them enough to reduce their damage value below three. The Tormented Souls are then immune to their damage due to their invulnerability.

Against an army of ranged attackers, use the Wraith in the hindering terrain to safely snipe at opponents from cover. Stealth and magic immunity permit this tactic. If damaged, heal the Wraith with the Faith Healer to renew its devastating capabilities.

Lastly, remember to turn "off" the Bond Maker's defend ability when it reduces a friendly figure's defense values.

1 Warrior

The Tormented Soul defeats most warriors in a one-on-one battle. Use it aggressively against injured and weaker opponents. Against an army containing strong figures, be patient and wait for opportunities to safely commit the Souls. Their 18 defense deflects most enemy attacks.

Matt Robinson is the caboose of the "Soul Train." But at least he isn't the Silver Streak



"Soul Train"

200-point army

COMBAT WARRIORS

1 Tormented Soul (***) = 30 points
2 Tormented Soul (**) = 58 points
1 Wraith = 61 points

SUPPORT WARRIORS

1 Bond Maker (*) = 31 points
1 Faith Healer (**) = 20 points

Mage Knight ™ & © WizKids

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KillerDecks

Magi-Nation Duel

by Tyler F. Mays

Let's go bowling. If you like throwing hard, heavy objects at the competition, then *Dream's End* has a region that's right up your alley— Kybar's Teeth, which provides plenty of heavy artillery made of boulders and stones.

Targ'n and Baldar are the Batman and Robin of this deck, soundlessly smacking opposing magi into oblivion—or if you prefer, you can imagine the "Wham! and "Brapp!" sound effects from the 1960's television show. Each has abilities that allows it to tromp all over other creatures and keep charging back for more.

So pick your rock and get rolling.

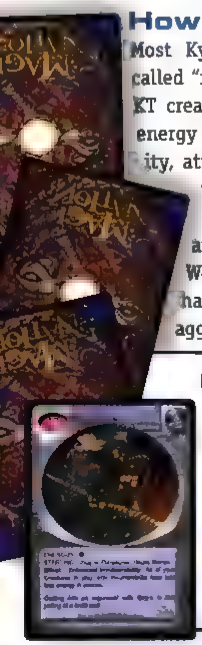


ROCK ON! This deck was made to let your big guys smash hard and fast.

Top Cards

Baldar is the strongest creature in your army. Since it loses no energy when attacking creatures with less energy, you'll find your opponent scrambling to attack into your Baldars rather than letting them roll on over his creatures. Play Baldars when your opponent can't attack and defeat them; you'll either draw some removal out of your opponent's hand or Baldar will reap a sweet reward.

Another creature combines well with Baldar. Your Agrillas make your Baldars doubly painful by letting them attack twice in one turn, so in one turn a six-energy Baldar could take out two five-energy creatures without losing any energy itself. Often, if you already have Agrilla in play, simply playing a Baldar with a Warrior's Boots can drastically swing a game to your advantage.



How It Beats You

Most Kybar's Teeth (KT) creatures sport an effect called "invulnerability." This nifty new trait gives the KT creatures an edge in combat; they lose one less energy in attacks. To take advantage of invulnerability, attack creatures with the same or lower energy than your attacking creature.

This deck plays two strong setup magi and one extremely powerful closing magi. Wessig clears the board so that Ullig doesn't have much to worry about. Ullig is extremely aggressive; you simply run your creatures into your opponent's forces. Don't be afraid to trade or lose creatures when you're on Ullig; if you can get her bonus energy every other turn you're doing great. Targ'n... Well, your third magi is simply amazing.

Additionally, your other creatures are made to buy time to set up your big combos and still take your opponent down a peg or two. Your spells—especially Rock Slide, Jagged Rocks and Stone Storm—encourage the destruction. Lastly, relics Climbing Staff and Warrior's Boots hurry the process along, while Kybar's Scroll and Moga Fang Necklace flush out the deck.

1 Card

Targ'n. He combines a great starting energy and average energize with an astounding ability: enhanced invulnerability. This doubles the frightening potential behind your creatures' invulnerability effect. If you can, save creatures with invulnerability to play with Targ'n.

Tyler Mays brushes his Kybar's Teeth three times a day with Baldar-flavored toothpaste

"Crushing Avalanche"

MAGI (in order)
Wessig
Ullig
Targ'n

CREATURES
3 Agrilla
3 Baldar
3 Crag Quor
3 Gargagnor
3 Sagawal
3 Vogo
2 Darge
1 Yebed

SPELLS
3 Jagged Rocks
3 Rock Slide
2 Beam Of Light
2 Stone Storm

RELICS
3 Climbing Staff
3 Warrior's Boots
2 Kybar's Scroll
1 Moga Fang Necklace

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DECK BUILDING 101

Five-Color *Magic*

by Steve Frohnhoefer

Wanna win a Black Lotus? For anyone who's ever played *Magic*, that's a rhetorical question.

Seriously, that and the rest of the Power Nine are in your grasp. All you've gotta do is climb on board the game's newest format, Five-Color *Magic*.

It's not hard. You only need a 250-card deck and the willingness to play for ante. And there's no need for fear of lost Rages, Birds or other rares. Not with this deck. Not when your most valuable card is the trashy Contract From Below.

It's time for you to score big.

1. Theme

Piecing together a Five-Color deck isn't much different than deciding on a regular, 60-card build. The first step remains the same, and that's focusing on a theme.

Do you want to play a "monobrown" deck carrying a buttload of artifacts? A combo deck loaded with search cards like tutors? Sorry, Wild Research is banned in the format. How 'bout a speed weenie deck, commonly known as "3-2-1" for the casting costs of its threats?

Beginners can get into Five-Color simply by taking their favorite theme deck—anything from a merfolk, goblin or rebel horde to a well-tuned Fires or control deck—and adapting it to the format by branching into all colors and adding all those otherwise-worthless Vodalian Knights and the like. Here's how it's done, using nothing but commons and uncommons—all from *Invasion* and *Odyssey* blocks and *Seventh Edition*—plus one cheap, old-school rare that's essential in the Five-Color format.

That rare is Contract From Below, and it's the ultimate card in the format. For just one black mana, you discard your hand—there probably won't be anything left there—and redraw to seven cards. The drawback? You have to ante an extra card, namely the first spell or uncommon or rare land you flip from the top of your deck. But since you're playing with cheap cards, who cares?

A few more quick Five-Color rules. You can mulligan back to seven cards if you draw zero or one land. You can Paris mulligan—redrawing with one less card—at the beginning of any game. If you go first, you do draw a card on your first turn. Lastly, cards lost in ante can only be replaced by a card of the same name or any basic land before the start of the next match, remaining within the 250-card minimum.



TOWERS OF POWER Five-Color offers fresh strategy and the chance to win some kick-ass ante.

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2. Colors

They don't call it Five-Color *Magic* for no reason. You're playing all five colors—at least 18 cards of each, to be precise. Gold cards count as one color in their casting cost. In other words, Hull Breach is either red or green for purposes of meeting the 18-card minimum. Same goes for split cards.

Like any deck, though, you want to focus on a main color or two. Here we'll concentrate mainly on green, for speed and access to our other colors. Think of this as an oversized draft deck of sorts; you're relying on the best stuff in your colors, not intricate combos, as you can't count on drawing them.

Filling the off colors isn't as difficult as you may think. Simply avoid spells that require two off-color mana. Look for cards, like apprentices, familiars and battlemages, that feed from your main colors. And, in the case of red, go with some cheap burn and X spells.

3. Creatures

The "3-2-1 Contract" deck relies on cheap, efficient creatures—usually those with good special abilities. Only two exceptions to our mana curve grace this deck: the land-nuking Trench Wurm and creature-nuking Flametongue Kavu, each of which costs four mana.

Now that we've got some focus, let's roll. Green's our mainstay, so we want elves. Lots and lots of elves. Llanowars, Nomadics, Quirion Explorers and Sentinels, even the Urborg Elf. They're all crucial for their mana production. Diligent Farmhand isn't an elf, but with his ability to fetch land, he might as well be.

Most other creatures, from a slew of apprentices and battlemages to utility creature-killers like Shivan Emissary to cheap flyers like Gaea's Skyfolk, all provide utility. There's no room for generic 2/2s for three mana in this deck.

4. Spells

Combo-based Five-Color offerings run every search engine in the book. "The 3-2-1" deck instead relies on pure mathematics. With a buttload of creatures, you're bound to draw enough over time. And, if you get an ideal draw, you'll pummel a combo or big creature deck before it can get rolling.

Your spells are designed to speed up games manawise, with spells like Harrow and Lay Of The Land; cardwise with Fact Or Fiction and Probe; and damagewise with Giant Growth and Muscle Burst, but still keeping control. Hull Breach, Firebolt, Illuminate and Rushing River help out here.

5. Lands

Herein lies the real challenge of Five-Color *Magic*. Simple math tells us 100 land is the equal of 24 land in a regular 60-card deck. But which 100 to use, especially when dual lands aren't an option because of wallet size?

You'll definitely want to carry *Invasion*'s tap duals like Elfhame Palace. *Planeshift*'s Terminal Moraine and lairs also are useful. Don't use too many nonbasics, though, as you may hinder the speed this deck counts on. And a starting hand full of lairs means an automatic Paris.

So, whatcha waiting for? Get out those extra commons and uncommons and create this or another tower of power today. You may just score yourself a Mox in ante somewhere down the road. If that's not enough motivation, well, you're reading the wrong magazine, dude.

Special thanks to 5-color.com Webmaster Mark Gresbach for reviewing this deck. Without him, Colorblind Steve would be running nothing but Millstones.

the deck
3-2-1 CONTRACT



ARTIFACTS
4 Chromatic Sphere

BLACK CREATURES
4 Nightscape Battlemage
3 Nightscape Familiar
3 Trench Wurm

BLACK SPELLS
4 Contract From Below

BLUE CREATURES
4 Stormscape Apprentice

BLUE SPELLS
4 Fact Or Fiction
4 Probe
4 Rushing River

GOLD CREATURES
2 Fleetfoot Panther
4 Gaea's Skyfolk

GOLD SPELLS
4 Armadillo Cloak
4 Hull Breach
4 Terminate

GREEN CREATURES
4 Diligent Farmhand
4 Druid Lyrist
4 Llanowar Elves
4 Nomadic Elf
4 Quirion Explorer
4 Quirion Sentinel
4 Thornscape Apprentice
4 Thornscape Battlemage
4 Urborg Elf

GREEN SPELLS
4 Giant Growth
4 Harrow
4 Lay Of The Land
4 Muscle Burst

RED CREATURES
4 Flametongue Kavu
3 Shivan Emissary
3 Thunderscape Battlemage

RED SPELLS
4 Blaze
4 Firebolt
4 Illuminate

WHITE CREATURES
4 Beloved Chaplain
4 Devoted Caretaker
4 Sunscape Battlemage

WHITE SPELLS
4 Dismantling Blow

SPLIT CARDS
4 Assault/Battery
4 Wax/Wane

LANDS
4 Coastal Tower
4 Crosis' Catacombs
4 Darigaaz's Caldera
4 Dromar's Cavern
4 Elfhame Palace
18 Forest
8 Island
10 Mountain
12 Plains
4 Rith's Grove
4 Salt Marsh
4 Shivan Oasis
8 Swamp
4 Terminal Moraine
4 Treva's Ruins
4 Urborg Volcano

THEME DECK

Heavy Pet-ting

by Steve Frohnhoefer

They beg for food and take dumps in the yard. They wake you at 6 in the morning for no good reason. They won't shut up at the key moment in the big football game.

Still, we all love our pets to a fault. Nothing makes a house a home like a slobbering dog, or a cat to claw away at a $1,500 sofa. This month we honor the Spots, Fluffies and Sparkies of the world with a trip into the *Magic: The Gathering* animal shelter, where you can adopt the pet of your dreams and make a darn spanky deck in the process.

So step right up and take a look. Just don't get your crotch too close to the cages, cuz these guys' bites are worse than their barks.

Wuv Muffins

If you haven't done it yourself, you've heard it. People say some really screwed up things to their animals. It's like having a dog's an excuse to revert back to toddlerhood. Baboo. Snookens. Honey-Bunny. Sheesh. It's enough baby talk to make me gag.

Speaking of gagging, apparently somebody with a puppy got assigned to write flavor text at Wizards of the Coast. How else do you explain *Odyssey*'s Patrol Hound? "To the camp, it was a fierce and loyal protector. To the sentry's youngest daughter, it would always be her 'Wuv Muffin.'" And I thought my wife was pathetic around animals.

But we must look past this bit of wretchedness. Dogs, after all, are man's best friends, so this deck's got Patrol Hound, Snow Hound, even a real bowser of a card—Guard Dogs. They're just waiting for you to let them out.

Hit the Lynx

To the joy of cat-haters like myself, there ain't many felines in *Magic*. And those that exist aren't the kind you or I would take home. There's plenty of lions, tigers and, um, guma out there. But nothing to cry "here kitty, kitty" at. Only the elusive Glittering Lynx makes the cut here.

Go Fish

Most sea critters in *Magic* are like the goldfish you win at carnivals: they're gonna die before long no matter how often you clean their tank. Still, you've gotta love a pet that requires zero maintenance other than sprinkling some powdered fish guts into the tank occasionally. Heck, any creature whose crap evaporates is OK with me. Manta Rays all around.



DOWN, SPIKE This deck lets loose the dogs, cats, even ponies of war.

the deck

POOCHIE BOOCHEES

ARTIFACTS
1 Bari's Cage
1 Bone Flute
1 Fellwar Stone
1 Monkey Cage

BLACK CREATURES
1 Ebon Praetor
1 Razortooth Rats

BLUE CREATURES
1 Dralnu's Pet
1 Dream Thrush
1 Horned Turtle
1 Imaginary Pet
1 Manta Ray
1 Ophidian
1 Ovinomancer
1 Sage Owl

GREEN CREATURES
1 Argothian Swine
1 Bloated Toad
1 Joven's Ferrets
1 Rootwalla
1 Spore Frog
1 Uktabi Orangutan
1 Utopia Tree
1 Whippoorwill
1 Woolly Spider

GREEN SPELLS
1 Call Of The Wild
4 Fertile Ground

RED CREATURES
1 Dwarven Pony

RED SPELLS
1 Fire Whip

WHITE CREATURES
1 Glittering Lynx
1 Guard Dogs
1 Patrol Hound
1 Snow Hound

WHITE SPELLS
1 Animal Boneyard
1 Gossamer Chains

LANDS
2 Coastal Tower
3 Elfhame Palace
9 Forest
7 Island
2 Salt Marsh
2 Shivan Oasis

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On The Farm

InQuest's resident farm boy, Assistant Managing Editor Brent Fishbaugh, tells me down-home folk consider many of their animals to be pets. So for those farm folks we bring you *Magic*'s prime cut of pork, the Argothian Swine. For the tamer crowd, there's everyone's favorite *Homelands* card: Dwarven Pony. Lastly, for those of you that love sheep—and we know who you are—this deck carries übercrapmeister Ovinomancer.

Feathered Friends

I love birds. I freely give one to anyone who dares venture into my path when I'm driving. They make great pets, too, especially if you can get them to talk to you. For that reason, three birds make it into our pet project.

Sage Owl won't beg for a cracker, but he just might tell you how many licks it takes to get to the center of your Tootsie Pop. Dream Thrush is much easier to handle than an eagle or griffin. And Whippoorwill's no flight risk at all—the damn thing can't even fly.

Go Fetch

If there's another thing about pets, it's that they're remarkably dumb. They know you're just gonna throw the stupid ball across the yard again, still they bring it back. Then again, people do the same thing when playing golf, so maybe it's not that boneheaded.

Ah, bones. The consummate playmate for many four-legged friends. To keep Fido happy, we've included a Bone Flute. How ironic: the innuendo machine even satisfies those who like their pets to... oops, to the censors with me!

To keep our pets outta trouble, we'll toss 'em into Barl's Cage or, if we wanna stud 'em, a Monkey Cage. Lastly, to comply with leash laws, we've got a Fire Whip and Gossamer Chains to keep our pets in line.

You Gotta Go

Unfortunately, there's nothing resembling a fire hydrant in *Magic*. So our woofies have to make due with the Utopia Tree out back. Ideal it ain't, but I ain't cleaning up after 'em when the Call Of The Wild hits home. I guess that makes my pets' yard one helluva Fertile Ground.

Strange Puppies

Thankfully, most people stick to cats, dogs and other easily domesticated animals for pets. But then there's those who aim for the more exotic.

Like snakes? Look no further than Ophidian. Spiders your thing? We've got a Woolly one up for adoption. How 'bout a bunny or two? *Fallen Empires*' Ebon Praetor's got a couple up his sleeve. We've even got an ape (Uktabi Orangutan) and some Razortooth Rats.

Like hamsters? Perhaps you should seek counseling.

I Wanna Rock

Picking up turd six times a day, or having a retarded dog like my in-laws' that eats its own crap, is enough to make one not want a furry friend. That's why I've always been a big believer in the pet rock. They're cheap, they require no maintenance and they don't take up half your bed or wake you in the middle of the night. Why can't women be like that?

Aside from our pet boulder, Fellwar Stone, this deck takes into account Anne Heche and all the nutcases like her. For you, an Imaginary Pet has conveniently been tossed into the animal shelter.

Ready to play? Great. There's no strategy here! Just let your pets run free, and hope they bite the leg off the jabroni across the way. Ah, simplicity.

If anyone from PETA's reading this, Steve Frohnhoefer doesn't work here anymore

ALTERNATE REALITY

You gotta love the U.S.A. What other country has celebrity dogs, cats, even birds? This "pet set" earns more money staring into a camera for five minutes than most of us bank in a year. But we aren't bitter, at least we don't have fleas. Well, most of us anyway.



FRANCIS This talking mule harkens back to the days when the world was black and white and people were much more easily amused. Today this donkey wouldn't hunt, likely ending up in a glue bottle after a failed pilot.

MORRIS Long-time spokescat for 9 Lives-brand cat food, Morris was saved from an animal shelter shortly before he was to be killed. The original Morris died in 1978, bloated after 10 years of eating numerous high cholesterol cans of Kitty Stew and Captain's Table.

BEETHOVEN The top St. Bernard of comedy, this big dog has starred in three major motion pictures. He allegedly did a few stud films on the side too and is currently engaged to the Taco Bell Chihuahua.

POLLY Formerly the world's richest bird after starring in a hit film, Polly's talking turned out to be a mixed blessing as she instructed her manager to invest all earnings in Pets.com.

LASSIE Star of one of the longest-running TV shows ever—17 seasons from 1954 to 1971—Lassie's offspring continue to work the mall and flea market circuits. "Billy" Lassie even has his own brand of beer.

STUMPERS

Answering Magic's Most Confusing Questions

STUMPER OF THE MONTH



Q: [illegible] **A:** [illegible] Lich [illegible] you [illegible] to [illegible] you [illegible] opponent [illegible] zero [illegible] for the [illegible] Breath [illegible]

BY COLLIN JACKSON



Q: Why does Charmed Pendant have the requirement that you can only play the ability when you could play an instant?

A: Normally, the rules allow a player to play mana abilities during the announcement of a spell in order to pay that spell's costs. This allows players the freedom to tap their mana either before or after announcing a spell. However, any mana ability that produces an unpredictable or uncertain amount of mana needs to be played before the spell is announced – otherwise a player might end up announcing a spell and not having the right kind of mana to pay its cost.

Q: What happens if I play Recoup on a sorcery card that already has flashback?

A: The sorcery card will get a second flashback ability. That means you'll be able to choose which flashback cost you want to pay – the original one or the original mana cost – if you want to play the sorcery from your graveyard.

Q: Can I Refresh a creature that isn't dying, just to draw a card?

A: Yes. You're allowed to play Refresh on a creature even if that creature isn't about to be destroyed. You'll draw a card immediately, and the creature gets a regeneration "shield" that lasts until the end of the turn.

Q: My opponent plays a flashback spell from the graveyard. What happens if I counter the spell with Memory Lapse?

A: Normally, Memory Lapse counters a spell and then puts it on top of its owner's library instead of into the graveyard. However, the flashback spell wasn't going to the graveyard in the first place so Memory Lapse can't replace this event by putting it on top of the library. The end result is that the flashback spell is countered and then removed from the game.

Q: I have a Coffin Purge in my graveyard. Can I pay the flashback cost and have the Coffin Purge target itself?

A: No. The first step of announcing a spell is to put it on the stack. After that, you choose targets. Since the Purge isn't in your graveyard at that time, it's not a legal target for itself.

Q: Can Carrionette be used on Beloved Chaplain?

A: No. Carrionette is a creature card in

the graveyard. Since the Carrionette has the "creature" attribute and the Chaplain has protection from creatures, the Chaplain can't be targeted by the Carrionette's graveyard ability.

Q: Can I return Beloved Chaplain with the "gating" ability of Fleetfoot Panther?
A: Yes. The Fleetfoot Panther ability isn't targeted, so the Chaplain's protection ability won't prevent it from being returned.

Q: Can I use Devoted Caretaker to protect one of my creatures from Cultural Exchange?
A: No. Cultural Exchange targets the two players, but it doesn't target any of the creatures that are being exchanged. Protection doesn't work against nontargeted effects, so the Devoted Caretaker can't stop the exchange from happening.

Q: My opponent is at threshold and is attacking with Stone-Tongue Basilisk. Can I use Demoralize to avoid blocking?
A: If you've only got one untapped creature or if you're at threshold, then Demoralize will allow you to not block the Basilisk.

Q: I don't have any creatures in my graveyard. Can I play Piper's Melody just to shuffle my library?
A: Yes. If a card instructs you to shuffle zero cards into your library, you still shuffle your library.

Q: What happens if I cast Haunting Echoes on a player who has no cards in his graveyard?
A: Even though no cards are removed, you still get to take a look through that player's library. Then the player shuffles it.

Q: Can I use Chamber Of Manipulation to gain control of my opponent's creatures and attack with them?
A: Not unless the creatures have haste. When you gain control of a creature, it can't attack until it has started a turn under your control.

Q: On Nantuko Elder, what does the number "1" in a gray circle mean?
A: Interpreted literally, the Elder adds one green mana and one "generic mana" to your mana pool. There's really no such thing as generic mana, but if it did exist, you would be able to use it to pay any kind of mana cost. However, that's clearly not the intent of the card—it's supposed to produce one green and one colorless mana and has received errata to fix the problem.

Q: I control Chance Encounter. What happens when my opponent loses a coin flip?
A: If any other player in the game loses a coin flip, you're considered the winner. That means you put a luck counter on Chance Encounter. In multiplayer games, this can get interesting because multiple players may be considered the "winner" of a coin flip. Note, however, that in the case of Mana Clash, both players flip coins but no one is considered a winner.

Even if generic mana was sold at the supermarket, Collin Jackson would still pay more to get the name brand.



IN SHAMBLES Urborg Shambler's -1/-1 drawback is negated by Ascendant Evincar.

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what the???

Extravagant Spirit



It's your upkeep. Your only permanents are two islands, an Extravagant Spirit and a Darkwater Egg. You've got two cards in hand.

Can you find a way to sacrifice the Egg and also pay the upkeep on the Spirit? Most players would give up and ignore the Egg for the time being. But it's actually possible using a quirk in the *Magic* timing rules.

First, allow the Spirit upkeep ability to resolve. The Spirit counts up the number of cards in your hand and asks if you want to pay a cost of two generic mana. You're allowed to play further mana abilities at this time in order to pay the cost. Tap your two islands and sacrifice the Egg. At this point, you'll have two mana in your pool and three cards in hand. You've successfully "tricked" the Spirit into accepting the mana payment even though it's no longer the correct amount.

Have a gaming question that's driving you up the wall? Just drop us a line, and we'll solve your [illegible]. E-mail us at **Stumpers@inquestmag.com**, or write to:

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plugged in

Stocking Stuffers

IQ GAMER'S COMPREHENSIVE GUIDE TO CONSOLE RPGs

Not sure which console to put on your holiday wish list? Well, if you're an RPGer, deciding between the new-age systems can be a tough call. Unfortunately, there's always been a rift between PC and console roleplaying, mainly because most console games are made in Japan, where anime is king and RPGs take a back seat.

We've got you covered, though. We've hit the console scene hard, scouring the market till our thumbs were raw and bloody. So here it is, in time for the holidays, InQuest Gamers's guide to console RPGs.

PlayStation Picks

The original PlayStation had a solid legacy of roleplaying, thanks in large part to the *Final Fantasy* series—a rare crossover between Eastern and Western culture.

But for PlayStation 2 owners, the quest to find that great RPG has been a long and rocky one. Sony's own *Dark Cloud* is one of the better adventures out there, melding Zelda-like action roleplaying with a town-building twist. For instance, you'll acquire some buildings as you go, and where you place them in your town will dictate characters you meet and items you can acquire. Fret not, though, winning isn't contingent on proper placement, nor is building as complex as real-time strategy titles like *Age of Empires*.

While *Dark Cloud*'s the best of the bunch, Sony's *Okage: Shadow King*, is close behind. The play itself isn't stellar and won't remind you of a trek through the Forgotten Realms, but if you'd rather meet a self-absorbed, large-nosed wise-ass than your typical pal-



BE ON GUARD ***Morrowind*** **doesn't hit the Xbox till spring, but it's still the hottest RPG on the horizon.**

All images ™ & © their respective owners.

adin or townsfolk, *Okage* is for you. Take the storyline for instance. You're a boy who must free his shadow from an evil king who has taken it over. Hardly the "your sister's been kidnapped and plague is spreading" plot.

Another major boost for the system is *Wizardry VII*, which may well release by year's end. *Wizardry* latches onto the classic United States roleplaying market by offering in-depth character creation that makes even tabletop roleplaying look simplistic. *D&D*ers looking for a challenge won't want to miss this one.

Of course, the biggest roleplaying event on the horizon is Square's *Final Fantasy X*, which finally fuses Eastern anime and Western roleplaying into one dynamite mix. Fans of the *FF* franchise will be quick to notice the game's faster pace and tag-team fighting element. Roleplayers in general will appreciate movie sequences that take you into the heart of Tidus and Yuna, the game's key characters. Without a doubt, *FFX* is worth the price of the PS2 all by itself.

Xbox Endeavors

One word: *Morrowind*.

There aren't many RPGs on the early Xbox slate, but Bethesda's *Elder Scrolls III: Morrowind* is sure to keep gamers occupied for a long time. *Morrowind* is extremely open-ended in its character creation. You can be a noble questing hero, a malevolent sorcerer developing an ultimate spell of destruction or a rogue out to be the land's best thief. The game knows no bounds and no two sagas are the same. Can you say replay value?

PC gamers also will want to keep an eye on *Morrowind*. The PC version of the game features a comprehensive toolset that will let adventurers design towns and quests of their own. Both the Xbox and PC versions have had their release bumped back into the spring.

Nintendo

Thankfully, Sega's porting *Phantasy Star Online: Version 2* over to the GameCube. Without it, the Cube would be practically devoid of RPG action.

The Cube's *PSO* version will feature graphic enhancement over the Dreamcast title but will not allow for online play. Instead, players can group around the same system and TV for a four-player, split-screen adventure fest.

Sometime next year, the Cube will get a new Zelda, with a new look. For Nintendo fans who want their RPGs now, however, the Game Boy holds the key to joy.

November marked the release of the first Game Boy Advance RPG, *Golden Sun*, and it's a whopper. Made by the same folks who created the classic *Shining Force* series for the Sega Genesis, *Golden Sun* flashes us back to those classic days where you just build your character and quest in a first-person perspective. It's a must for old-schoolers who just want to advance their characters and not be sidetracked by humor and overblown animation.

The Game Boy Color has several great choices for roleplayers as well. *The Dragon Warrior* series hit big on the system this year, with *Dragon Warrior I-III*, along with *Dragon Warrior Monsters 2*, offering a fine chain of *Pokémon*-meets-*D&D* games to master.

Dreamcast Discounts

Here's a hint: Ask Santa for a Dreamcast.

Sure, the system is on its last legs, but oh, the games it sports. There's several topnotch series here—making it the RPGers system o' choice.

For single players, Sega's *Skies of Arcadia* is simply one of the best RPGs in years. It's not your typical swords-and-sorcery adventure—here you'll encounter pirates, treasure and a militant government in a world of floating islands and airships. The imaginitive setting alone makes it a winner.

Finally, *Phantasy Star Online*—both the original and *Version 2*—isn't just a great single-player RPG, but a benchmark for online console roleplaying. It's stylish, easy to play, and incredibly user-friendly. With *PSO: Version 2*, Sega unfortunately added a subscription fee, but regardless, it's one of the best console RPG experiences out there. We can only hope for more interaction between consoles and PC MMO-type play in the future.

Want more? For the best console picks in other genres, check out page 74. ■ Jason D'Aprile


OKAGE: SHADOW KING


DARK CLOUD


FINAL FANTASY X

THE BETA QUADRANT

PREVIEWING: *EVERQUEST: SHADOWS OF LUCLIN*

As the beer slogan goes, nothin' beats an original. Well, 'cept maybe an improved version, that is.

The creators of *EverQuest*, with the release of the game's *Shadows of Luclin* expansion, sure hope that holds true. Sony hopes a fresh race and 25 new zones to explore will keep *EQ* atop the charts.



NEVERENDING STORY

In the time of creation, Norrath was a source of great conflict between vain and bickering gods. The goddess Luclin, sick of petty power plays that ravaged the landscape, claimed the uninhabited moon that orbited Norrath as her own.

Several of Norrath's races have settled on the ringed moon, including the Vah Shir. These cat-people were forced into exile on Luclin when caught in the middle of a civil war back in Odus, Norrath's smallest continent.

NEW CHARACTER



***Shadows of Luclin* introduces a new, playable race and class to *EQ*'s eclectic mix. The Vah Shir Beastlord is a hybrid class, neither a true fighter, nor a true spell-caster. They are spiritual warriors that have returned to life in the wild. As such, they have enhanced night-vision, agility and the ability to fall long distances without injury. Alone, the Beastlord is less formidable then other hybrid classes. Instead, his power lies on the ability to summon animal companions and buff them with magical spells.**

ADVANCEMENTS

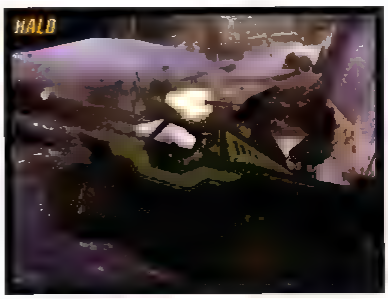
Aside from a new continent to explore and a new character to play, *Luclin* boasts other advancements. These include non-level based advancement for those at level 60 and, of course, new quests, items, NPCs and spells. The graphics engine has been massively enhanced as well, meaning new, highly detailed player-character models.



More Console Fun

TOP NON-RPG PICKS FOR 2002

Want a great gaming experience outside the RPG realm? We came up with some sizzling picks just for you. Who loves ya, baby?



HORROR The PS2 is the king of survival horror, as Capcom and Konami have come through with a trio of incredibly moody and atmospheric champs. Konami's *Silent Hill 2* is a masterpiece of horror gaming, with great, spooky graphics, a cool story, and a nice focus on tension rather than combat. On the flip side, Capcom's *Devil May Cry* and *Onimushi* take *Resident Evil*-style gameplay and put the focus almost entirely on fast-paced, rapid-fire combat. Only drawback: the games are too short.

Xbox owners will get *Silent Hill 2: Restless Dreams*, an enhanced edition of the PS2 title, in December. The Xbox version has ton of extras, including a whole new sub-game focusing on another character in the story.

PUZZLE ADVENTURE One of the most beautiful and evocative games of the year is Sony's *ICO*. A PS2 exclusive, this incredible exploration and puzzle-based adventure is stunning from top to bottom. Not for action-addled gamers, this thoughtful journey focuses on exploring a huge castle and solving puzzles to help free your young alter ego and the ethereal woman he is trying to protect.

SHOOTERS Fans of action will be hard-pressed to find a better first-person shooter than the Xbox's *Halo*. Fantastic graphics, a gripping story and totally intense gameplay—not to mention a ton of multiplayer options—combine to form the best shooter in years for any platform. THQ's *Red Faction* on the PS2 runs a close second, with its "Total Recall"-like story, superb gameplay and graphics and awesome ability to blow away walls, floors and ceilings. You can't go wrong with either of these two awesome games.

FIGHTING If you're a fighting fan, the Xbox has the ultimate fantasy for you with Tecmo's *Dead or Alive 3*. Truly mind-boggling graphic detail, beautiful, multilevel arenas, 16 cool characters and phenomenal gameplay make this one better than anything else out there. PS2 owners can get the next best thing with *DoA2: Hardcore*, which is almost as stunning.



STEALTH You all know where we're headed here: Konami's *Metal Gear Solid 2: Sons of Liberty*. Once again, you'll take on the role of Snake, the most mentally imbalanced protagonist in gaming history. From boats to bars, you'll be shooting up everything in New York. Play elements are amazing; you'll even be able to puncture enemy shields with enough shooting, leaving tiny holes to test your aim. ■ Jason D'Aprile

One Game to Rule Them All

A JOURNEY THROUGH RING-BASED E-GAMES

Need more preparation for "The Lord of the Rings" release? Here's a rundown of the surprisingly few Ring based e-titles that have appeared through the years. The property itself makes them worth a try.

The first shot at bringing Tolkien to the computer screen was 1982's *The Hobbit*—a surprisingly durable, albeit crude and simple adventure that stuck reasonably close to the book. Four years later, there came a text and 16-color graphical adventure based on *The Fellowship of the Ring*. Sadly, this iteration barely followed the book it was named for.

Shadows of Mordor appeared in 1988 and took players into the plot of *The Two Towers* and *The Return of the King*. Facing Shelob was the highlight of this game, but bugs—pun intended—ultimately rendered the title somewhat of a bust.

Another 1988 release, *War in Middle-earth*, was the first Ring-based strategy game. It follows the events of the book, yet leaves the player free to alter them.



LOOK HARD A handful of Ring-based e-games exist.

The main goal of the game is to use heroes, like Gandalf or Gimli, to rouse the various armies of Middle-earth to meet at Gondor and distract Sauron's forces with a foolhardy battle so the Ringbearer can sneak in and end the whole mess. Not a bad game for its time.

Konami joined the fray into 1990 with its *Riders of Rohan* action game, which challenged you to ride on horseback, slaughtering orcs with bow and sword. What it lacked in plot, the title made up in action.

Then it was Interplay's turn.

Lord of the Rings, Volume I, brought Ring-based roleplaying to the PC. It was a decent RPG that remained true to Tolkien's works. It was followed in 1992 by *Lord of the Rings Volume II: The Two Towers*. Unfortunately, the saga ended here, with Frodo's ultimate trek to Mount Doom unfinished.

Fortunately for Tolkien fanatics, the upcoming "Lord of the Rings" movies bring new games. Electronic Arts is planning a title based on the movies, while Sierra Studios works with the Tolkien estate to produce a game based on the novels. We may even see a massively multiplayer version of *LotR* come 2003. ■ Andrew S. Bub

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TOP5...

... *BALDUR'S GATE: DARK ALLIANCE* CHARACTERS

After years of thrilling RPGers on the PC, the hit *Baldur's Gate* series is bringing *Dungeons & Dragons, Third Edition* rules and gameplay to a console near you—namely the PlayStation 2.

The game's called *Baldur's Gate: Dark Alliance*, and it dawns with the famed Sword Coast on the brink of collapse and your sister kidnapped. You take the role of a human ranger, elven sorceress or dwarven warrior, venturing through all the puzzles, traps and dungeons a hardcore *D&D*er would expect.

Here's your prep course—a look at the game's three main characters and a couple of the NPCs you'll encounter on your quest.



VAHN, ARCANE ARCHER
Vahn's spent much of his younger days chillin' with the elven ladies. As a result, he's able to infuse his arrows with magical energy, capable of starting fires and aiming with inhuman accuracy.



KROMLECH, DWARVEN FIGHTER
Even Gimli's got squat on this guy. Kromlech's strong, tough and absolutely deadly in melee combat, especially when a good, old-fashioned fist-smashin's called for.



ADRIANNA, ELVEN SORCERESS
Don't stare too long, or you'll be under her spell as well. Adrianna's the choice for all you mages out there. She's not a force when up close and personal, but her spells kill from afar.



"LADY" ALYTH ELENDARA
The Lady's the owner/bartender at the Elfsong Tavern. People return time and again to glimpse that huge pair of...earrings.



KARNE
A thief by trade and opportunist by nature, Karne's worked the Sword Coast for years. Now, he's said to serve a powerful patron from the north. Could it be the source of the region's recent ills?

Go Figure

PC GAMING'S GOOFIEST RULES

Nobody ever said common sense applied to e-gaming. Here's some popular game rules that'll make you go "hmmm..."



Diablo II Six chipped diamonds take up as much space in your chest as a suit of platemail. What the hell's the karat count on these things? Also, a character too weak to wear plate armor still can carry four suits in his backpack.

Arcanum *Arcanum*'s world of science and magic lets anyone build a pistol in a few easy steps. But if you're an ogre, you can't use a firearm because your "hands are too big." Ever hear of building to scale?

Legends of Might & Magic Heavy armor is good, right? Wrong. In this series, the heavier your armor, the more vulnerable you are to damage. Want to cripple a player? Put him in platemail.

Throne of Darkness *Throne*'s samurai wield incredible magic weapons. Still, they can't hack their way through castles' paper-thin interior walls. Even fireballs are useless.

Age of Kings In *Age of Kings*, however, archers can shoot through walls, turning villagers behind them into pincushions.

Civilization II You'll want to think twice before booking a flight in this classic game. A modern fighter plane takes a year to cross the American continent; a trip around the world can easily take five years. Trains cover territory much quicker.

Mech Commander You'd think a high-tech robot would be equipped with some high-tech scopes. But most weaponry in *Mech Commander*'s inaccurate beyond a couple hundred yards.

Unreal Tournament In *UT* and nearly every other first-person shooter, you can pack 10 different rifles and still run at full speed forever without tiring. Still, a waist-high barrier's enough to stymie any character. ■ Rick Moscatello

Open House

INQUEST DEMOES ASHERON'S CALL: DARK MAJESTY

The folks at Turbine Entertainment Software recently gave us a walkthrough of Marae Lassel, the new island land mass being introduced for the *Asheron's Call: Dark Majesty* expansion. The boat ride over produced some nausea, but was well worth the three-hour tour.

The big news for the expansion is definitely housing for all budgets, which comes in three sizes. The cottages and villas are modest dwellings—and then there's the mansions. These babies are super-sized, larger than some dungeons. And speaking of dungeons, your mansion comes with one of its own, so you can hold private PK tournaments and the like.

Homeowners get a variety of benefits, the most useful of which is the "house recall" command, which takes you home in times of trouble. Each house is surrounded by a forcefield, and only the homeowner and anyone on a guest list may enter. A second layer of security protects the treasure chest inside, just in case someone hacks his way into your abode.

Turbine was mum on what houses will cost, but a cottage we saw had a purchase price of 300,000 pyreals, one Writ of Refuge and an Iron Heart. Monthly rent was 30,000 pyreals. Would-be interior decorators—we hope you're not one—will be happy to learn that houses come loaded with hooks, upon which you can hang decorations. Some new quests even have decorations as their reward.

Here's how the real estate market will work. Most houses will appear in Dereth a month before going on the market, so players will have plenty of time to stake a claim. One thousand homes will be available initially, with more added over time. All homes will appear at locations set by Turbine. You cannot claim a plot of land for your own dwelling.

More on Marae Lassel: The new island is populated with a string of Tumerok villages. Once just seldom-used monsters, the Tumerok now have a culture of their own. Their villages are a source of a number of new quests. Perform a quest on behalf of one village and you'll make friends there.

Other goodies include six new human cities, including a towered metropolis with exceptional architecture. And then there's the Olthoi, another race worthy of attention. There's plenty of Olthoi to kill and loot, but watch out for the Olthoi Eviscerator, which is particularly lethal. It scuttles up to you quickly, like something out of "Alien." The end result usually isn't good.





In all, you'll find more than 70 new monsters when *Dark Majesty* ships later this month. Hardcore *ACers* will be pleased with improved animation on these critters, as they now run at players, instead of sliding up to attack as they had a tendency to do in the past. ■

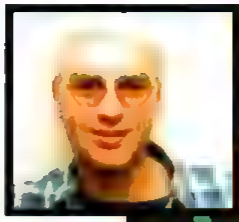
Rick Moscatello

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BATTLE LORD

MEET ONLINE'S DEADLIEST PLAYERS

NAME: Andreas Anderson
GAME: *Asheron's Call*
CHARACTER: Morgus
CLASS: Archmage
RACE/TYPE: Aluvian
LEVEL: 99





Talk about dedication. In addition to having a dominant—to say the least—character, Anderson created Blink Mule, the first portal bot on *AC*'s Morningthaw server. What's a portal bot, you ask?
"A portal bot is a macro-controlled character that summons a portal to move you from the point you are in the world to a more useful one. Blink is somewhat of a celebrity on the Morningthaw server; he makes funny quips about well-known players in the game."

As a level 99 character, you've no doubt got thoughts about *AC*'s future. What needs improving to keep the game at the cutting edge of MMOs?
"Turbine must do things to hold older players' interest. Many old-school players are moving on to *Dark Age of Camelot*. New content will help, but also the hard work of balancing character classes needs to be quickly addressed. General consensus in the player community is that archery is dead. Mages and dagger character rerolls rule the servers."

You've basically maxed out. What keeps you going in *AC*?
"The people, my friends and the community on the Morningthaw server keep me playing. Monthly game updates help as well. Sometimes they are good, sometimes bad, but at least new content continues to flow into the game. The enormity of the *Asheron's Call* world is quite amazing."

How 'bout some quick tips from a pro?
"Always stay moving. Even when not in combat, continue moving so it becomes second nature to you. Avoid IMP and Bane on clothing. If you exceed 1000 AL in a given area, your AL is considered zero. Characters with healing should keep the main backpack icon on your hotkey bar. And don't play on patch day!"

SITESEEING

SAT DEC1 **1929** B-69? That's right. Bingo was invented on this day. Play online at **www.ibingo.com**.

SUN 2 **1937** British Sci-fi author Brian Lumley born. View his work at **www.brianlumley.com**

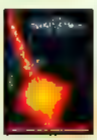
MON 3 **1968** Brenden Fraser ("The Mummy") born. Keep tabs on his career at **www.brendanfraser.com**



TUE 4 Get psyched for the upcoming *EverQuest* expansion, *Shadows of Luclin*. It's due out in time for the holidays. **everquest.station.sony.com/luclin**

WED 5 **1901** Walt Disney born. Sign a birthday card for Walt's 100th birthday at **www.just-disney.com/WaltDisney100**

THU 6 **1931** "Star Trek VI: Undiscovered Country" premiered. Trek behind the scenes at **mario.iapan.org/films/st6.htm.**



FRI 7 **1958** Richard Dodd returned a library book that was—get this—145 years overdue. Join the Librarian Patrol at **www.cartoonnetwork.com/wpt/shorts/shorts_viewer.html?0011_sbt.swf**

SAT 8 **2000** The "Dungeons & Dragons" movie opened. Read a sample of Neal Barrett Jr.'s novel adaptation of the flick. **www.wizards.com/catalog/product.asp?TSR21439**



SUN 9 **1952** Michael Dorn—Worf of "Star Trek"—born. "Next Generation" fans can learn to speak Dermok at **www.chaparraltree.com/sflang/darmok.shtml**



MON 10 Hanukkah begins. Play a Jewish game or two online at **www.jr.co.il/hotsites/j-games.htm**

TUE 11 Holy Birds Of Paradise, it's artist Ed Beard Jr.'s b-day! View the mana birds and his other works at **www.destiniproductions.com**



WED 12 **1964** Shooting started on "The Cage," the original "Star Trek" pilot. Learn how "Trek" is being remastered for your DVD-viewing pleasure. **www.thedigitalbits.com/articles/startrektos/remasteringtrek.html**

THU 13 **1958** Rocker Ted Nugent born. Research "Cat Scratch Fever" at **www.cfainc.org/health/csd.html**



FRI 14 **1503** Nostradamus born. Read his predictions, and some interpretations, at **www.dreamscape.com/morgana/titan.htm**



SAT 15 **1942** Massachusetts issues the first vehicular license plates. For a list of funny vanity plates, go to **www-chaos.umd.edu/misc**

SUN 16 It's *Magic: The Gathering* artist Melissa Benson's birthday. View her Lord Of Atlantis and other works at **www.melissabenson.com**



Waiting List

UPCOMING MMO RELEASES

If all's going according to schedule, both *Asheron's Call: Dark Majesty* and *EverQuest: Shadows of Luclin* should hit the shelves before Christmas. Here's a peek at timetables for 10 hotly awaited titles. Just remember, these things change almost weekly.



Asheron's Call II: Early 2003.
Dungeon Siege: Early 2002.
Elder Scrolls III: Morrowind Spring 2002.
Heroes of Might & Magic IV: Early 2002.
Neverwinter Nights: Early 2002.
Planetside: Summer 2002.
Star Wars: Galaxies: Spring 2003.
Star Wars: Knights of the Old Republic: Fall 2002.
Unreal Tournament II: Spring 2002.
World of Warcraft: No date announced.

RETROREWIND

DUSTING OFF A VIDEO GAME CLASSIC

RIVER RAID

Today's first-person, caffeine overload-paced shooters a little too hectic for your 20th-century trigger finger? Well, scroll on back to the world's first revolutionary fragfest. We're kickin' it 1982-style!



River Raid didn't offer much in the way of strategy; put simply, you just shot anything that got in your way, while making sure to pick up from floating fuel tanks every now and again. Clearly, nobody was concerned with environmental regulations back in the day.

Forget the fact that although you're in a plane, you couldn't fly over land. For its time, the classic for the Atari offered a first: a scrolling screen.

My, how far we've come. ■ Steve Frohnhoefer

SITESEEING CONT.

MON 17 **1969** The U.S. Air Force closes Project Blue Book. Did they misrepresent their findings? **www.tjo.net/para/projects/blue-book.htm**

TUE 18 **1939** Michael J. Moorcock born. Find out what's in store for Elric at Chaosium's d20 site. **www.chaosium.com/woec/index.shtml**

WED 19 It's here! It's here! It's about friggin' time! **www.lordoftherings.net**



THU 20 **1192** Richard the Lion-hearted was captured after fighting Saladin in the Crusades. Recreate Saladin's campaign in *Age of Empires II* **pc.ign.com/news/10754.html**

FRI 21 **1946** Samuel L. Jackson born. Keep checking **www.starwars.com/episode-ii** for updates on his role in "Episode II: Attack of the Clones."

SAT 22 **1958** "Chipmunk Song" hits number one. Check out a karaoke version at **www.geocities.com/ohtoad/xmas/ChipmunkXmas.html**.



SUN 23 **1938** The Wicked Witch of the West catches on fire while filming "The Wizard of Oz". Why was it such a dangerous role? **www.geocities.com/Hollywood/Hills/6306/witches.htm**

MON 24 It's Christmas Eve! Jump to **www.9to5cafe.com/Home/Play/fun/xmas_eve_panic/xmas_eveframe.htm** and rescue your coworkers so they can get home for Christmas.

TUE 25 Christmas day! While Santa's away delivering toys, visit his cute daughter, Jingle Belle, at **www.jinglebelle.com**



WED 26 **1973** "The Exorcist" first released in theaters. View the additional footage added for last year's re-release at **theexorcist.warnerbros.com**



THU 27 **1975** Heather O'Rourke ("Poltergeist") born. Her death fueled rumors that the movie cast was cursed. Examine the evidence at **www.snopes2.com/movies/films/polter.htm**.

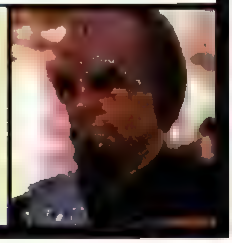
FRI 28 **1922** Comics legend Stan "The Man" Lee born. What happened to Stan Lee Media and the 7th Portal? **www.awn.com/mag/issue5.11/5.11pages/rogerssleep.php3**

SAT 29 **1862** The bowling ball invented. Spend the evening bowling with Santa's little helpers—literally. **www.santasworldsite.com/xtbowling.htm**



SUN 30 **1959** The first ballistic missile submarine was commissioned by the United States. Join the Silent Service with SSI's new submarine simulator, *Silent Hunter II* **www.silenthunterii.com**

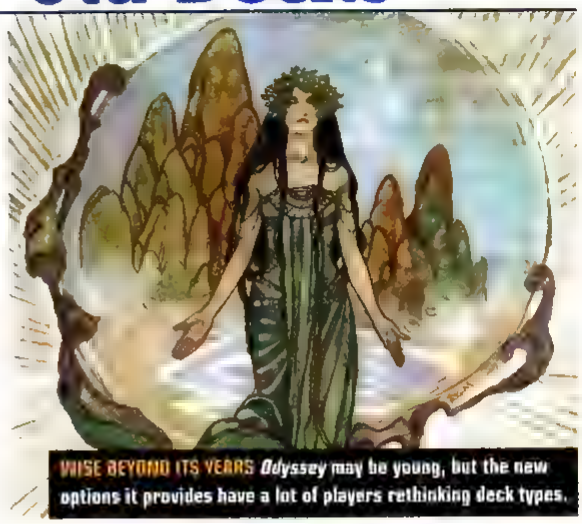
MON 31 New Years Eve! Ring in the new year as a klingon. Visit **www.ds9promenade.com/newsletters/newyears2002.html** for details.



CardSTOCK

New Bombs for Old Decks

Beast Attacks and Firebolts aren't the only things flashing back in *Odyssey*. While the set's obviously had an impact on the Standard scene, it's got tons of new ways to interact with the other older formats. Type 1, which lends itself more to combo decks than the others, gains a few nifty new tools, while Extended gathers some powerful new spells and creatures to add to existing decks. And a few cards already have been curtailed in the growing Five-Color format in order to keep the game balanced.



WISE BEYOND ITS YEARS *Odyssey* may be young, but the new options it provides have a lot of players rethinking deck types.

EXTENDED DOMINATION

Extended control decks pick up a key blue card with Divert ($7, median). It has the potential to completely wreck decks like Sligh that tap out every turn, sending stray Incinerates flying at the faces of their Jackal Pups. Divert's especially great in Stasis, where extra mana is at a premium—if it exists at all. It also helps protect an Illusions of Grandeur ($7) long enough to set up the combo. Extract ($6) takes out any "magic bullet" card designed to nail a specific deck type.

Meanwhile, green mages are foaming at the mouth with some of the new possibilities in *Odyssey*. Secret Force, which bases its strategy around playing out a bunch of big, green creatures and then casting Overrun for the win, gets a horde of efficient token generators like Call Of The Herd ($6) and Bearscape ($3) to serve up warm bodies. Spellbane Centaur ($3) wards off blue bounce long enough to punch through for victory, and New Frontiers ($4) is just itching to be broken in a new combo deck.

Red Sligh decks gain an interesting complement to Pyroblast with Molten Influence ($5) and can gain avoid getting decked with Obstinate Familiar ($2), while black reanimation and combo decks get the funky Entomb ($3), Necropotence ($4) wannabe Gravestorm ($4) and the closest thing to Demonic Consultation ($1.50), Tainted Pact ($3). The resurgent white weenie decks nab Devoted Caretaker ($4), Divine Sacrament ($4), Lieutenant Kirtar ($2.50), Mystic Crusader ($5) and Pianna, Nomad Captain ($2.50), too.

The Oath Of Druids-based ($7) Turbo-Land deck gets an intriguing new engine with Time Stretch ($5). Since the original version was based around recurring a pair of Time Warps ($6) and the deck plays out mana at warp speed, the tradeoff of spending 10 mana to free up a card slot can be justified. Just watch out for surprise Diverts!

OLD DOGS, NEW TRICKS

With their huge card pools, Type 1 and Five-Color have a whole new bag of tricks that the other formats can't fully exploit. Green's Holistic Wisdom ($2.50) lets you repeatedly switch your Bolts and Swords for your Ancestral Recalls ($130, *Unlimited*) and bring back your Time Walks ($140) by pitching your Duresses. In fact, it's already been restricted in Five-Color due to its power.

Deserted Temple ($4) is much easier to pick up than *Antiquities*' Candelabra Of Tawnos ($35), and it can be used to go nuts with Tolarian Academy ($7), Mishra's Workshop ($30) and Library Of Alexandria ($90). New Frontiers has even more combo potential here in tandem with Fastbond ($4). And Battle of Wits ($2), while pretty bad in most formats, is an auto-win in Five-Color and has already been banned from the format.

LIMITED ADDITIONS

While Limited formats don't have a direct bearing on the singles market, they give players ideas of what to watch out for in block constructed tournaments. *Odyssey*'s no exception, giving us cards such as Cabal Patriarch ($2), Aboshan, Cephalid Emperor ($2) and Kirtar's Wrath ($3.50) that absolutely rule the board in Limited formats.

Other Limited bombs of which to beware in *Odyssey* include Cultural Exchange ($2.50), Krosan Beast ($5), Mindslicer ($3), Persuasion ($3), Savage Firecat ($4) and Thought Devourer ($2). And the new filter lands like Shadowblood Ridge ($4) are bound to show up in just about every block constructed deck.

WHAT'S HOT

TOP 10 CCGs

1. *Magic: The Gathering*
2. *Pokémon*
3. *Legend of the Five Rings*
4. *Dragon Ball Z CCG*
5. *Warlord*
6. ***Lord of the Rings***
7. *Magi-Nation*
8. *7th Sea*
9. *Rifts*
10. *Star Wars CCG*



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in other NEWS...

Quest for the Cup

Now that everyone's had his chance to "ooh" and "ahh" at the new "Harry Potter" movie, *Potter* CCG fans can take a look at the game's first expansion set, *Quidditch Cup*. The set offers several new twists on the game, including Quidditch matches—kind of like two-way adventures—broom cards like the Nimbus Two Thousand for players to battle with and a new Quidditch lesson card type.

A number of characters unseen in the base set make their debut in *Quidditch Cup*, including Ron Weasley's brothers Fred and George, Quidditch coach Madam Rolanda Hooch, bumbling sidekick Neville Longbottom and Quidditch captains Oliver Wood and Marcus Flint. Seamus Finnigan makes an appearance with a great ability of discarding two cards to gain an action each turn. The ones with the most collecting potential, though, are Gryffindor head Professor Minerva McGonagall and a new version of Harry as the Quidditch team's seeker.

Other cards to keep an eye out for include the incredibly nasty Fluffy, the three-headed guard dog who weighs in at a hefty 12/21; Gaze Into The Mirror, an adventure that stops spells dead until your opponent discards five of them; and The Sorting Hat, which quickly lets you set up combos with your character cards.

Winds of Change

Here's a whirlwind that doesn't blow. *Mage Knight*'s latest expansion, *Whirlwind*, just hit stores, sweeping in with it more than 140 new characters including a new faction, the Shyft. Shyft warriors can form formations with Mage Spawn figures and feature many of the dozen new special abilities in the set.

New attributes include abilities like "nimble," which lets a figure change its facing any time during your turn, and "pierce," which ignores armor and toughness.

Of course, collectors have plenty of cool new pieces from which to choose, too. *Whirlwind*'s 10 unique characters include unicorn rider Emerald Glade Mystery, the fierce Golden Orb Myrmidon and the freaky-yet-powerful Shyft Matriarch. Half-troll Behemoth provides another fearsome force, and Orc Captain tops the set, weighing in at 148 points. Other cool figures include the winged Swooping Sniper and Swooping Invader, the stomping Dwarven Ram and *Scream* villain lookalike Tormented Soul.

Jeremy Smith (jeremy@smith.net) once tried to wear a Quidditch Cup, but it wouldn't fit in his jock

BIG MOVERS

The card market's most significant UPs & DOWNs

HOT

1 FOIL BLAZING SALVO



It's either a Lightning Bolt or an instant-speed Lava Axe for just one measly red mana. Sounds like a great deal to us! Players and collectors obviously like it a lot too, since they sent it up 60 percent this month from $2.50 to $4.

2 *ALPHA* COPPER TABLET

Tick-tock, tick-tock. The Tablet was the original clock card, often giving players just a few turns before they met their doom. It just jumped by half from $4 to $6 this month, showing us that people just can't get their hands on enough clock.

3 YAWGMOTH DEMON

One of the first big, mean and nasty creatures, Yawgmoth Demon follows in the recent trend toward nostalgic cards. Leaping from $4 to $6, the Demon is experiencing popularity unseen since the days of *Antiquities*.

4 OPPOSITION

The cornerstone of many decks since it was re-released in *Seventh Edition*, Opposition looks even stronger with *Odyssey*'s new token generators like Call Of The Herd. It's no shock that it flew up by 50 percent to $6.

5 SELENIA, DARK ANGEL

She's no Jessica Alba, but Selenia's the closest thing *Magic*'s got. Flying, hard to kill and oh-so-sexy, this angel's won over collectors' hearts again, going up by nearly half to $5. And at least she didn't go and marry her co-star.

COLD

1 FOIL LLANOWAR ELVES



Sometimes *Magic* players have the attention span of a gnat, flocking to the newest cool card and forgetting the last one, even if that last one was damn good. So it seems with the forlorn foil Llanowars, who dropped from $22 all the way to $7.

2 FOIL ENLIGHTENED TUTOR

Another foil promo that's fallen on hard times, at least the Tutor has an excuse. Once it left the Standard format, there were few decks left where it fit. So, it's no surprise demand fell sharply, carrying it down to $4, from $8 last month. C'est la vie.

3 FOIL DCI COUNTERSPELL

These gems were once the coolest cards on the market, given out in extremely small quantities to DCI judges and other good doobies. But as the gigantic decrease in value—from $90 to $50—would suggest, the novelty's worn off by now.

4 REPENTANT VAMPIRE

Repent and thou shall be saved! Hmm, we think not—at least if this bloodsucker has anything to say about the matter. Falling from $6 to $3.50 hardly qualifies as being saved, unless you're referring to the money in collectors' wallets.

5 FORETHOUGHT AMULET

You'd think people would've known ahead of time that this would drop from $6 to $4 this month. Kinda like those psychic friends hotlines that go bankrupt. Maybe they just forgot to pay the upkeep cost.

TOP10 MAGIC CARDS

What's hot? With the microchips we've implanted in every *Magic* card, you've told us. These are the cards burning up the binders and cash registers of fans and retailers all over the world.

1 MIRARI

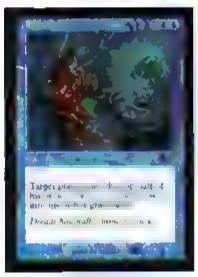


SET: *Odyssey*
ARTIST: Donato Giancola
It might look like a last-minute replacement for the Golden Globe Awards, but Mirari packs some serious juice inside that ball. From copying a Ghitu Fire on the cheap to bouncing a whole army with Rushing River to searching for a combo with Diabolic Tutor, this slick sphere gives players the opportunity to perform all kinds of funky maneuvers.

2 SHADOWMAGE INFILTRATOR



SET: *Odyssey*
ARTIST: Rick Farrell
It's a bird! It's a snake! It's—well, a wizard. But Shadowmage Infiltrator still kicks the butts of its predecessors, Thieving Magpie and Ophidian. Well, we guess they don't really have butts, but you know what we're getting at here. With his built-in Fear ability and immunity to most kill spells, the 'Mage is the most solid card-advantage machine around.



3 TRAUMATIZE

SET: *Odyssey*
ARTIST: Greg Staples
People don't know what post-traumatic stress disorder really is until this card has nailed them once or twice. No library means "game over" quickly, and Traumatize nukes decks like no card we've ever seen before.



4 IRIDESCENT ANGEL

SET: *Odyssey*
ARTIST: Matt Cavotta
"She enraptures all, encompasses all, endures all," says the Angel's card. They forgot to add "whoops all behinds, wins all drafts and lightens all wallets." We wanted to write flavor text for this set, but we just couldn't deal with anyone who used the words "Wuv Muffin."



5 HAUNTING ECHOES

SET: *Odyssey*
ARTIST: Arnie Swekel
This-this card-card will-will kick-kick your-your teeth-teeth in-in. OK, we'll stop now. But don't think Haunting Echoes will. Combine it with Traumatize, or just include it as part of a balanced daily breakfast.



6 VAMPIRIC DRAGON

SET: *Odyssey*
ARTIST: Gary Ruddell
At eight mana, this guy's likely too expensive for tournament play. But as far as kids go, he's the best card in the set. A huge flyer who's both a vampire and a dragon? Sounds like tons of fun for any 8-year-old. And a bunch of other collectors, it seems.



7 BIRDS OF PARADISE

SET: *Seventh Edition*
ARTIST: Ed Beard, Jr.
Whoulda thunk that a dorky little 0/1 would be so popular with the masses? Well, so's Ricky Martin, so we guess that answers that question. These ain't your Hitchcockian birds by any stretch of the imagination, but as a deck's core cards, they can be just as nasty.



8 DIVERT

SET: *Odyssey*
ARTIST: Christopher Moeller
Look—a monkey! Ha! Made you look! Well, even if we didn't, we hope you appreciate our demonstration of the power of diversion. Evidently, the market appreciates it plenty as Divert jumped up another slot to our eighth spot this month.



9 SPIRITMONGER

SET: *Apocalypse*
ARTIST: Glen Angus
One of just two non-*Odyssey* cards to hit our list this month, Spiritmonger's still hanging tough at the ninth spot after half a year on the charts. We figure he'll drop off soon, but right now, he's still getting more action than Ron Jeremy.



10 KAMAHL, PIT FIGHTER

SET: *Odyssey*
ARTIST: Kev Walker
A barbarian, a legend and one of the Jerky Boys, Kamahl makes his debut on the charts this week, sneaking into the last slot. A lightning bolt with legs, the Pit Fighter can come back to cause more and more havoc. Frank Rizzo would be proud.

NETPROFIT

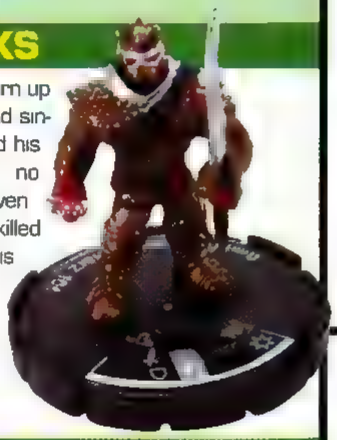
InQuest Gamer surfs the Internet for bargain buys and outrageous items

NUDITY!!!



Ah, nekkid chicks. Nothing beats that unless it's nekkid chicks in games. And Z-Man Games has given us just that with this Katie Kincaid promo card for *Shadowfist*. But promos and porn ain't cheap—and when you combine 'em, there're even more expensive. This babe went for $86.10 online at auction recently. It was worth every penny.

MARZ ATTACKS



Mage Knight continues to burn up the charts—both in retail and singles sales. Raydan Marz and his partner Black Thorn are no exception. These figures, given away to certain lucky and skilled players at some cons this past summer, now go for big bucks. The pair of Mr. and Mrs. Mage Knight sold for a whopping $255 online. Good luck finding your own.

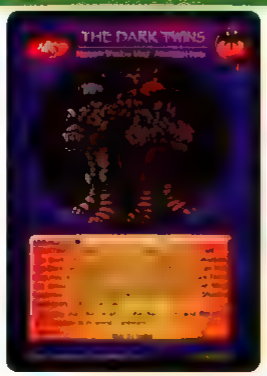
THE GOOD OLD DAYS



Talk about "big bucks"... In the olden days, circa 1993-94, *Magic* was often harder to find than a virgin on prom night, but at least it was semi-affordable. Now, if you want a *Beta* deck to fill out your collection, it'll run you $350. A new one, still in its original shrinkwrap, went for that online. Start saving your pennies, kids.

DOUBLE YOUR PLEASURE

Behold *Magi-Nation*'s The Dark Twins. Behold Internet auctions. Behold the price for this new promo shooting up to $11.50 in the blink of an eye. Can you say "hokey smokes"? If you want to get in on the magi-cal fun. You can join the Magi Council too. just check out (www.magi-nation.com/duel) for the full scoop.



ARTGALLERY

IQ INTERVIEWS THE HOTTEST FANTASY ARTISTS

Rob Alexander



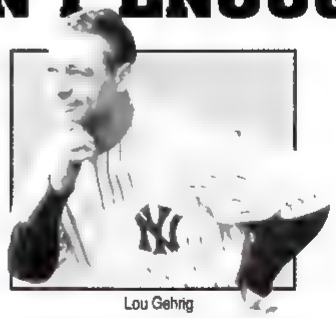
CROUCHING TAIGA
Landscapes like this one are Alexander's bread and butter.

Most *Magic* artists are known for their lifelike depictions of horrific monsters or their Dominarian battles. Not so with *Magic* veteran Rob Alexander. Scenes on Taiga, Underground Sea or Shivan Oasis demonstrate that the 36-year-old Canadian's the man with the plan when it comes to lands. He says, "I started out painting landscapes as a young boy, and that love of places continues to be a major part of my work today."

Schooled at Calgary's Alberta College of Art, Alexander has worked on scads of other projects like *Shadowfist* and *Middle Earth: The Wizards*.

An avid gamer, Alexander is working on several new projects including conceptual work for a new Wizards project. In the meantime, check out his stuff at (www.robalexander.com.) ■ Jeremy Smith

TOUGH
ISN'T ENOUGH



Lou Gehrig

Big, strong, seemingly indestructible. Then ALS sapped his strength and stole his life. Tough isn't enough to win this fight.

MDA is working to find treatments and a cure for ALS. Be part of our team.

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Jerry Lewis, National Chairman
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CCG Price Guide

HOW TO USE IT

Wanna know how much your Vizzerdrix goes for? This guide can tell ya that and more.

Most of the prices in the guide reflect cards that are in Near Mint to Mint condition. However, many older cards, particularly *Magic's Alpha*, *Beta*, *Unlimited* and *Arabian Nights*, rarely sell in true Mint condition. The prices for these cards reflect a slight downgrade in condition.

CCGs are arranged in the order of oldest set to most recent release. Within each CCG, set breakdowns are priced for commons, uncommons, rares and/or foils. Please refer to the key on the bottom of each left-hand page for abbreviation descriptions and color breakdowns.

You'll notice some card listings have color bars around them. Green means it's risen in value; red, fallen in value; blue, new CCG and/or card listing; and yellow indicates heavy trading activity, yet no change in value since last issue.

For complete listings and prices for every single *Magic* card, check out **wizardworld.com.**

GRADE SCHOOL

GEM MINT: A perfect card in every which way. No discoloration, marks or flaws whatsoever. Sells for multiples of the value listed in this guide.

NEAR MINT/ MINT: Appears almost Gem Mint, but with one minor flaw, such as a small ding or minor stress line that does not affect color.

EX-MINT: Minor defect such as a corner crease or a minor color-cracked stress line. Cards that fall under this category are 70%-80% of guide price.

GOOD: Multiple defects such as slight creases, minor flaking and fading colors. Still maintains a decent color gloss. Cards that fall under this category are 30%-40% of guide price.

POOR: Major and multiple defects detected. Defects such as major stress lines, multiple creases, torn areas, writing on card, stains and/or faded colors. Cards that fall under this category may fetch 10% of guide price at most.

PRICE TAG

LOW: Card prices on the lower side of the national average. Usually, these prices signify a really good bargain; Some might call it a steal.

MEDIAN: Card prices in the middle of the national average. What you can expect to pay in the majority of gaming stores and online.

HIGH: Card prices on the higher side of the national average. Though more expensive than the average, these prices might be the norm in your area, or even cheaper than another part of the country.

MAGIC The Gathering®

ALPHA LIMITED
WIZARDS OF THE COAST-1993

Cards have black borders.

Alpha cards have rounder corners when compared to Beta cards.

	RARITY	LOW	MEDIAN	HIGH
Full Set (290 cards)		3600.00	4000.00	4250.00
Booster Pack (15 cards)		100.00	115.00	200.00
Booster Box (36 packs)		3200.00	3400.00	3700.00
Starter Deck (60 cards)		210.00	225.00	300.00
Starter Box (10 decks)		1800.00	2000.00	2500.00
Unlisted Uncommons		2.00	3.00	4.00
Unlisted Commons		75	1.00	1.50

Unlisted Alpha errors are worth 125% of Beta value.

	RARITY	LOW	MEDIAN	HIGH
Animate Wall	R	5.00	7.00	9.00
Ankh of Mishra	R	8.00	12.00	15.00
Armageddon	R	20.00	30.00	40.00
Aspect of Wolf	R	6.00	8.00	10.00
Bad Moon	R	14.00	20.00	25.00
Badlands	R	35.00	45.00	55.00
Balance	R	30.00	35.00	40.00
Bayou	R	35.00	45.00	55.00
Berserk	U	25.00	30.00	40.00
Birds of Paradise	R	65.00	75.00	85.00
Black Knight	U	5.00	7.00	9.00
Black Lotus	R	250.00	385.00	450.00
Black Vise	U	4.00	7.00	9.00
Blaze of Glory	R	15.00	20.00	35.00
Blessing	R	6.00	8.00	11.00
Braingeyser	R	20.00	27.00	34.00
Camouflage	U	4.00	5.00	7.00
Chaos Orb	R	50.00	60.00	80.00
Chaoslace	R	4.00	6.00	8.00
Clockwork Beast	R	5.00	7.00	10.00
Clone	U	8.00	10.00	13.00
Cockatrice	R	7.00	10.00	13.00
Contract from Below	R	4.00	6.00	8.00
Control Magic	U	4.00	5.00	6.00
Conversion	U	4.00	5.00	6.00
Copper Tablet	U	4.00	6.00	8.00
Copy Artifact	R	10.00	17.00	25.00
Counterspell	U	8.00	12.00	14.00
Crusade	R	15.00	20.00	25.00
Cyclopean Tomb	R	35.00	45.00	55.00
Dark Ritual	C	4.00	5.00	6.00
Darkpact	R	6.00	8.00	10.00
Deathlace	R	4.00	6.00	8.00
Demonic Attorney	R	8.00	12.00	20.00
Demonic Hordes	R	10.00	14.00	20.00
Demonic Tutor	U	10.00	17.00	23.00
Dingus Egg	R	6.00	8.00	10.00
Disenchant	C	2.50	3.50	5.00
Disintegrate	C	1.50	2.50	3.50
Disrupting Scepter	R	12.00	15.00	18.00
Dragon Whelp	U	3.00	4.00	5.00
Drain Power	R	4.00	7.00	10.00
Dwarven Dem. Team	U	4.00	5.00	6.00
Earthquake	R	8.00	15.00	20.00
Elvish Archers	R	8.00	12.00	16.00
False Orders	C	2.00	3.00	4.00
Farmstead	R	5.00	7.00	10.00
Fastbond	R	6.00	11.00	13.00
Fireball	C	2.00	3.00	4.00
Force of Nature	R	16.00	25.00	32.00
Forcefield	R	70.00	85.00	100.00
Fork	R	25.00	35.00	45.00
Fungusaur	R	6.00	8.00	10.00
Gaea's Liege	R	6.00	9.00	13.00
Gauntlet of Might	R	70.00	86.00	115.00
Gloom	U	3.00	4.00	5.00
Goblin King	R	7.00	10.00	13.00
Granite Gargoyle	R	8.00	12.00	16.00
Heim of Chatzuk	R	4.00	6.00	8.00
Howling Mine	R	20.00	30.00	40.00
Hypnotic Specter	U	10.00	20.00	30.00
Ice Storm	U	8.00	12.00	15.00
Icy Manipulator	U	20.00	30.00	45.00
Illusionary Mask	R	18.00	30.00	40.00
Island Sanctuary	R	4.00	8.00	11.00
Jade Monolith	R	4.00	6.00	8.00
Jade Statue	U	7.00	9.00	12.00
Jayemdae Tome	R	12.00	20.00	28.00
Juggernaut	U	4.00	7.00	10.00
Kormus Bell	R	5.00	8.00	10.00
Kudzu	R	4.00	6.00	8.00
Lich	R	28.00	35.00	50.00
Lifelace	R	5.00	7.00	8.00
Lightning Bolt	C	4.50	6.00	8.00
Living Artifact	R	3.00	6.00	9.00
Living Lands	R	4.00	6.00	8.00
Llanowar Elves	C	4.00	6.00	7.00
Lord of Atlantis	R	12.00	18.00	24.00
Lord of the Pit	R	12.00	16.00	24.00
Magical Hack	R	5.00	8.00	12.00
Maharaji Ojinn	R	13.00	18.00	25.00
Mana Flare	R	8.00	13.00	18.00
Mana Short	R	8.00	10.00	14.00
Mana Vault	R	9.00	12.00	18.00
Manabarbs	R	10.00	13.00	17.00
Meekstone	R	7.00	9.00	12.00
Mind Twist	R	15.00	25.00	35.00
Mox Emerald	R	160.00	190.00	220.00
Mox Jet	R	160.00	190.00	220.00
Mox Pearl	R	160.00	190.00	220.00
Mox Ruby	R	160.00	190.00	220.00
Mox Sapphire	R	160.00	190.00	230.00
Natural Selection	R	8.00	15.00	20.00
Nether Shadow	R	5.00	8.00	10.00
Nevinyrral's Disk	R	25.00	35.00	50.00
Nightmare	R	14.00	20.00	27.00
Northern Paladin	R	7.00	10.00	12.00
Orcish Artillery	U	4.00	7.00	10.00
Orcish Oriflamme	U	6.00	8.00	10.00
Personal Incarnation	R	5.00	9.00	15.00
Pirate Ship	R	4.00	7.00	10.00
Plateau	R	35.00	45.00	55.00
Power Surge	R	5.00	8.00	10.00
Psionic Blast	U	12.00	16.00	30.00
Purelace	U	4.00	6.00	8.00
Raging River	R	15.00	25.00	35.00
Regrowth	U	7.00	11.00	14.00
Reverse Damage	R	4.00	6.00	9.00
Righteousness	R	5.00	8.00	9.00
Roc of Kher Ridges	R	5.00	8.00	10.00
Rock Hydra	R	8.00	12.00	17.00
Royal Assassin	R	15.00	25.00	35.00
Savannah	R	35.00	45.00	55.00
Savannah Lions	R	7.00	11.00	16.00
Scrubland	R	35.00	45.00	55.00
Sedge Troll	R	6.00	9.00	12.00
Sengir Vampire	U	9.00	12.00	14.00
Serra Angel	U	25.00	36.00	50.00
Shivan Dragon	R	35.00	45.00	60.00
Sinkhole	C	9.00	13.00	17.00
Sleight of Mind	R	5.00	7.00	10.00
Smoke	R	4.00	6.00	8.00
Sol Ring	U	14.00	21.00	30.00
Stasis	R	10.00	14.00	18.00
Sunglasses of Urza	R	5.00	7.00	8.00
Swords to Plowshares	U	8.00	8.00	12.00
Taiga	R	40.00	50.00	60.00
The Hive	R	6.00	8.00	10.00
Thoughtlace	R	4.00	6.00	8.00
Timber Wolves	R	4.00	6.00	8.00
Time Vault	R	35.00	50.00	70.00
Time Walk	R	180.00	200.00	230.00
Timetwister	R	110.00	130.00	160.00
Tropical Island	R	35.00	45.00	55.00
Tundra	R	40.00	50.00	60.00
Two-Headed Giant	R	30.00	40.00	50.00
Underground Sea	R	35.00	45.00	55.00
Verduran Enchantress	R	6.00	8.00	10.00
Vesuvan Doppelganger	R	20.00	30.00	40.00
Veteran Bodyguard	R	7.00	10.00	13.00
Volcanic Eruption	R	4.00	6.00	8.00
Warp Artifact	R	5.00	7.00	9.00
Web	R	6.00	8.00	10.00
Wheel of Fortune	R	20.00	30.00	35.00
White Knight	U	3.00	5.00	7.00
Will-O'-The-Wisp	R	7.00	12.00	17.00
Winter Orb	R	10.00	20.00	30.00
Word of Command	R	25.00	35.00	45.00
Wrath of God	R	35.00	45.00	55.00
Zombie Master	R	7.00	9.00	11.00

MAGIC DATA C=COMMON U=UNCOMMON R=RARE

ARTIFACT BLACK BLUE GOLD GREEN RED WHITE LAND

PRICE DATA WENT UP WENT DOWN HEAVY TRADING NEW SET

TOP 100

This month's biggest sellers and most sought-after cards



34 COAT OF ARMS

Always seen as a favorite of casual players for its ability to turn the lowliest kobold into a fearsome force, the Coat's shown up recently in tournament play in decks like Merfolk Opposition. It's also got some friends in the Top 100 this month with the likes of Nut Collector (#18) and Squirrel Mob (#21) making our list.

	SET	LOW	MEDIAN	HIGH
1. Mirari	OD	7.00	11.00	15.00
2. Shadowmage Infiltrator	DD	10.00	15.00	20.00
3. Traumatize	OD	8.00	11.00	14.00
4. Iridescent Angel	OD	7.00	9.00	12.00
5. Haunting Echoes	OD	7.00	10.00	15.00
6. Vampiric Dragon	OD	4.00	6.00	8.00
7. Birds of Paradise	7	8.00	13.00	17.00
8. Exalted Angel	OD	4.00	7.00	10.00
9. Spiritmonger	AP	8.00	12.00	15.00
10. Kamahl, Pit Fighter	OD	4.00	6.00	8.00
11. Extract	OD	4.00	6.00	8.00
12. Vindicate	AP	7.00	12.00	14.00
13. Time Stretch	OD	3.00	5.00	6.00
14. Mystic Crusader	OD	3.00	5.00	6.00
15. Molten Influence	OD	3.00	5.00	6.00
16. Mystic Enforcer	OD	3.00	5.00	6.00
17. Wayward Angel	OD	2.50	4.00	6.00
18. Krosan Beast	OD	3.00	5.00	6.00
19. Nut Collector	OD	2.50	4.00	5.00
20. Call of the Herd	OD	4.00	6.00	8.00
21. Squirrel Mob	OD	2.50	4.00	5.00
22. Aegis of Honor	OD	2.50	4.00	5.00
23. Serra Angel	7	4.00	6.00	8.00
24. Odyssey Filter Lands	OD	2.00	3.50	5.00
25. Devoted Caretaker	OD	2.50	4.00	6.00
26. Crystal Quarry	OD	2.00	3.00	4.00
27. Savage Firecat	OD	2.50	4.00	5.00
28. Decimate	OD	2.00	4.00	5.00
29. Shivan Dragon	7	5.00	7.00	12.00
30. Utopia Tree	IN	4.00	6.00	8.00
31. Kirtar's Wrath	OD	2.00	3.50	5.00
32. Urza's Rage	IN	10.00	16.00	20.00
33. Pernicious Deed	AP	5.00	7.00	9.00
34. Coat of Arms	7	8.00	10.00	13.00
35. Wrath of God	7	5.00	7.00	8.00
36. Entomb	OD	2.00	3.00	4.00
37. Fork	R	7.00	10.00	15.00
38. Icy Manipulator	IA	3.00	5.00	7.00
39. Gravestorm	OD	2.00	4.00	5.00
40. Divine Sacrament	OD	2.50	4.00	6.00
41. Reya Dawnbringer	IN	3.00	5.00	7.00
42. Dual Lands	U	10.00	14.00	18.00
43. Braids, Cabal Minion	OD	3.00	4.00	5.00
44. Absorb	IN	9.00	13.00	18.00
45. Spellbane Centaur	OD	2.00	3.00	4.00
46. Repentant Vampire	OD	2.00	3.50	5.00
47. Mindslicer	OD	2.00	3.00	4.00
48. Mystic Snake	AP	4.00	6.00	9.00
49. Mortivore	OD	2.00	3.00	4.00
50. Undermine	IN	9.00	13.00	16.00

	SET	LOW	MEDIAN	HIGH
51. Phyrexian Scuta	PS	5.00	8.00	10.00
52. Deserted Temple	OD	2.00	4.00	4.00
53. Epicenter	OD	2.00	3.00	4.00
54. Planna, Nomad Captain	OD	1.50	2.50	3.50
55. Desolation Angel	AP	3.00	5.00	8.00
56. Force of Will	AI	7.00	9.00	11.00
57. Dwarven	TM	2.00	2.50	3.00
58. Sinkhole	U	6.00	9.00	12.00
59. Apocalypse Painlands	AP	3.00	5.00	7.00
60. Shivan Wurm	PS	4.00	6.00	8.00
61. Balancing Act	OD	2.00	3.00	4.00
62. Millstone	7	3.00	4.00	5.00
63. Choraphant	OD	1.50	2.50	3.50
64. Tainted Pact	OD	2.00	3.00	4.00
65. City of Brass	7	4.00	6.00	8.00
66. Holistic Wisdom	OD	1.50	2.50	3.50
67. Persuasion	OD	2.00	3.00	4.00
68. Prophetic Bolt	AP	3.00	5.00	7.00
69. Serra Avatar	US	9.00	14.00	17.00
70. Lightning Angel	AP	3.00	5.00	7.00
71. Karmic Justice	OD	2.00	3.00	4.00
72. Ivy Elemental	OD	1.50	2.50	3.50
73. Death Grasp	AP	4.00	5.00	7.00
74. Ball Lightning	4	3.00	5.00	6.00
75. Phyrexian Arena	AP	3.00	4.00	6.00
76. Mine Layer	OD	1.50	2.50	3.50
77. New Frontiers	OD	2.00	4.00	4.00
78. Armageddon	5	3.00	5.00	6.00
79. Catalyst Stone	OD	1.50	2.50	3.50
80. Orim's Chant	PS	5.00	7.00	8.00
81. Seize the Day	OD	1.50	2.50	3.50
82. Spectral Lynx	AP	4.00	5.00	6.00
83. Blazing Specter	IN	4.00	6.00	9.00
84. Sol Ring	U	5.00	7.00	9.00
85. Doomsday Specter	PS	3.00	5.00	8.00
86. Howling Mine	7	3.00	5.00	7.00
87. Nefarious Lich	OD	1.50	2.50	3.50
88. Ivory Tower	R	2.00	4.00	6.00
89. Lieutenant Kirtar	OD	1.50	2.50	3.50
90. Patron Wizard	OD	1.50	2.50	3.50
91. Demonic Tutor	U	4.00	5.00	7.00
92. Fact or Fiction	IN	1.50	2.50	3.50
93. Price of Glory	OD	1.00	1.50	2.50
94. Maze of Ith	DK	8.00	9.00	11.00
95. Meddling Mage	PS	5.00	7.00	10.00
96. Mantuko Mentor	OD	1.50	2.50	3.50
97. Mahamoti Djinn	7	3.00	4.00	7.00
98. Terravore	OD	1.50	2.50	3.50
99. Hypnotic Specter	4	1.50	2.50	4.00
100. Squirrel Nest	OD	1.00	2.00	3.00



74 BALL LIGHTNING

It's been around for seven years now, but there's still no better bang for your buck. At just three mana for six damage, Ball Lightning's a staple in any red speed deck in which it's legal. With other potent damage spells like Molten Influence (#14) and Urza's Rage (#32) hitting the list, it's easy to see why it's no flash in the pan.

BETA LIMITED

WIZARDS OF THE COAST-1993

Beta cards are black-bordered.

	RARITY	LOW	MEDIAN	HIGH
Full Set (292 cards)		4200.00	4500.00	5000.00
Booster Pack (15 cards)		120.00	170.00	200.00
Booster Box (36 packs)		3300.00	3500.00	3700.00
Starter Deck (60 cards)		250.00	300.00	350.00
Starter Box (10 decks)		2000.00	2500.00	2800.00
Unlisted Uncommons		2.00	3.00	4.00
Unlisted Commons		.75	1.00	1.50
Air Elemental	U	3.00	4.00	5.00
Ancestral Recall	R	150.00	180.00	210.00
Animate Wall	R	5.00	7.00	10.00
Ankh of Mishra	R	8.00	12.00	16.00
Armageddon	R	30.00	40.00	50.00
Aspect of Wolf	R	6.00	9.00	12.00
Bad Moon	R	15.00	20.00	30.00
Badlands	R	40.00	55.00	70.00
Balance	R	35.00	45.00	65.00
Bayou	R	40.00	55.00	70.00
Berserk	U	30.00	35.00	45.00
Birds of Paradise	R	65.00	85.00	100.00
Black Knight	U	8.00	8.00	10.00
Black Lotus	R	350.00	450.00	550.00
Black Vise	U	7.00	11.00	17.00
Blaze of Glory	R	15.00	20.00	25.00
Blessing	R	7.00	9.00	12.00
Bringer	R	18.00	28.00	45.00
Camouflage	U	4.00	5.00	7.50
Channel	U	4.00	5.00	7.00
Chaos Orb	R	40.00	55.00	70.00
Chaoslace	R	4.00	8.00	10.00
Clockwork Beast	R	8.00	10.00	13.00
Clone	U	8.00	11.00	15.00
Cockatrice	R	7.00	10.00	13.00
Consecrate Land	U	6.00	7.00	10.00
Contract from Below	R	5.00	7.00	8.00
Control Magic	U	4.00	5.00	6.00
Conversion	U	2.00	3.00	5.00
Copper Tablet	U	3.00	5.00	7.00
Copy Artifact	R	15.00	22.00	30.00
Counterspell	U	14.00	19.00	25.00
Crusade	R	20.00	30.00	45.00
Cyclopean Tomb	R	35.00	45.00	65.00
Dark Ritual	C	3.00	5.00	7.00
Darkpact	R	5.00	7.00	9.00
Deathlace	R	5.00	7.00	9.00
Demonic Attorney	R	6.00	8.00	9.00
Demonic Hordes	R	12.00	22.00	28.00
Demonic Tutor	U	15.00	22.00	32.00
Dingus Egg	R	6.00	8.00	10.00
Disenchant	C	4.00	5.00	6.00
Disintegrate	C	1.00	2.00	3.00
Disrupting Scepter	R	12.00	17.00	22.00
Dragon Whelp	U	4.00	6.00	7.00
Drain Life	C	1.50	2.50	3.50
Drain Power	R	6.00	8.00	10.00
Earthquake	R	12.00	20.00	25.00
Elvish Archers	R	5.00	10.00	15.00
False Orders	C	1.50	2.50	3.50
Farmstead	R	6.00	8.00	11.00
Fastbond	R	14.00	22.00	30.00
Fireball	C	3.00	4.00	5.00
Force of Nature	R	20.00	30.00	35.00
Forcefield	R	75.00	90.00	120.00
Fork	R	32.00	45.00	57.00
Fungusaur	R	7.00	10.00	12.00
Gaea's Liege	R	8.00	14.00	18.00
Gauntlet of Might	R	60.00	75.00	105.00
Giant Growth	C	3.00	4.00	5.00
Gloom	U	3.00	4.00	5.00
Goblin King	R	8.00	11.00	15.00
Granite Gargoyle	R	7.00	10.00	15.00
Helm of Chatzuk	R	4.00	5.00	8.00
Howling Mine	R	15.00	22.00	30.00
Hurricane	U	3.00	4.00	5.00
Hypnotic Specter	U	10.00	17.00	25.00
Ice Storm	U	10.00	16.00	22.00
Icy Manipulator	U	20.00	35.00	45.00
Illusionary Mask	U	15.00	25.00	40.00
Invisibility	C	2.00	3.00	4.00
Island Sanctuary	R	6.00	8.00	12.00
Jade Monolith	R	7.00	9.00	12.00
Jade Statue	U	5.00	8.00	12.00
Jayemdae Tome	R	15.00	27.00	36.00
Juggernaut	U	7.00	10.00	13.00
Keldon Warlord	U	5.00	6.00	7.00
Kormus Bell	R	4.00	6.00	8.00
Kudzu	R	5.00	7.00	8.00
Lich	R	30.00	40.00	50.00
Lifelace	R	6.00	8.00	10.00
Lightning Bolt	C	8.00	9.00	13.00
Living Artifact	R	3.00	5.00	7.00
Living Lands	R	4.00	6.00	8.00
Llanowar Elves	C	6.00	8.00	11.00
Lord of Atlantis	R	22.00	30.00	38.00
Lord of the Pit	R	15.00	25.00	35.00
Lure	U	4.00	5.00	6.00
Magical Hack	R	6.00	8.00	12.00
Mahamoti Djinn	R	25.00	30.00	35.00
Mana Flare	R	10.00	15.00	20.00
Mana Short	R	7.00	11.00	13.00
Mana Vault	R	12.00	20.00	27.00
Manabarbs	R	11.00	14.00	17.00
Meekstone	R	7.00	10.00	13.00
Mind Twist	R	35.00	40.00	45.00
Mox Emerald	R	170.00	210.00	250.00
Mox Jet	R	170.00	210.00	250.00
Mox Pearl	R	170.00	210.00	250.00
Mox Ruby	R	170.00	210.00	250.00
Mox Sapphire	R	170.00	220.00	270.00
Natural Selection	R	12.00	17.00	25.00
Nether Shadow	R	9.00	15.00	24.00
Nevinyrral's Disk	R	30.00	55.00	70.00
Nightmare	R	20.00	30.00	40.00
Northern Paladin	R	7.00	10.00	12.00
Personal Incarnation	R	8.00	12.00	16.00
Pirate Ship	R	5.00	8.00	11.00
Plateau	R	40.00	55.00	70.00
Power Surge	R	10.00	12.00	16.00
Prodigal Sorcerer	C	1.50	2.50	3.50
Psionic Blast	U	15.00	24.00	28.00
Purelace	R	4.00	6.00	8.00
Raging River	R	20.00	30.00	40.00
Regrowth	U	8.00	13.00	16.00
Roc of Kher Ridges	R	8.00	9.00	12.00
Rock Hydra	R	10.00	14.00	20.00
Royal Assassin	R	15.00	25.00	35.00
Savannah	R	40.00	55.00	70.00
Savannah Lions	R	7.00	12.00	18.00
Scrubland	R	40.00	55.00	70.00
Sedge Troll	R	8.00	12.00	15.00
Sengir Vampire	U	8.00	12.00	18.00
Serra Angel	U	25.00	30.00	45.00
Shivan Dragon	R	45.00	65.00	80.00
Sinkhole	C	10.00	16.00	20.00
Sleight of Mind	R	8.00	10.00	14.00
Smoke	R	5.00	6.00	8.00
Sol Ring	U	14.00	24.00	32.00
Stasis	R	12.00	16.00	20.00
Stone Rain	C	2.00	3.00	4.00
Sunglasses of Urza	R	6.00	8.00	10.00
Swords to Plowshares	U	10.00	15.00	18.00
Taiga	R	45.00	60.00	75.00
Terror	C	4.00	5.00	6.00
The Hive	R	6.00	8.00	10.00
Thoughtlace	R	3.00	5.00	7.00
Timber Wolves	R	5.00	7.00	9.00
Time Vault	R	35.00	45.00	60.00
Time Walk	R	180.00	230.00	280.00
Tornado	R	160.00	170.00	210.00
Tropical Island	R	40.00	55.00	70.00
Tundra	R	45.00	65.00	80.00
Twiddle	C	3.00	4.00	5.00
Two-Headed Giant	R	30.00	35.00	45.00
Underground Sea	R	45.00	65.00	80.00
Unholy Strength	C	3.00	4.00	5.00
Verdoran Enchantress	R	10.00	16.00	22.00
Vesuvan Doppelganger	R	30.00	40.00	45.00
Veteran Bodyguard	R	9.00	12.00	15.00
Volcanic Eruption	R	4.00	7.00	9.00
Volcanic Island	R	40.00	55.00	70.00
Warp Artifact	R	6.00	8.00	10.00
Web	R	5.00	7.00	9.00
Wheel of Fortune	R	19.00	35.00	45.00
White Knight	U	7.00	10.00	14.00
Will-O'-The-Wisp	R	10.00	15.00	20.00
Winter Orb	R	18.00	24.00	30.00
Word of Command	R	30.00	40.00	55.00
Wrath of God	R	50.00	65.00	80.00
Zombie Master	R	7.00	11.00	13.00

UNLIMITED EDITION

WIZARDS OF THE COAST-1993

Cards are white-bordered but otherwise identical to Beta cards.

	RARITY	LOW	MEDIAN	HIGH
Full Set (292 cards)		2200.00	2400.00	2600.00
Booster Pack (15 cards)		90.00	100.00	125.00
Booster Box (36 packs)		2500.00	3000.00	3500.00
Starter Deck (60 cards)		175.00	200.00	250.00
Starter Box (10 decks)		1800.00	2200.00	2600.00
Unlisted Uncommons		1.00	1.50	2.00
Unlisted Commons		.25	.50	1.00
Ancestral Recall	R	90.00	130.00	160.00
Animate Wall	R	1.50	4.00	5.00
Ankh of Mishra	R	1.50	3.00	5.00
Armageddon	R	5.00	7.00	10.00
Aspect of Wolf	R	1.50	3.00	5.00
Bad Moon	R	3.00	5.00	7.00
Badlands	R	10.00	15.00	20.00
Balance	R	4.00	6.00	9.00
Bayou	R	10.00	14.00	18.00
Berserk	U	18.00	25.00	30.00
Birds of Paradise	R	13.00	18.00	25.00
Black Lotus	R	200.00	260.00	320.00
Blaze of Glory	R	8.00	12.00	20.00
Blessing	R	3.00	4.00	6.00
Braingeyser	R	5.00	7.00	9.00
Camouflage	U	3.00	4.00	5.00
Chaos Orb	R	40.00	50.00	60.00
Chaoslace	R	1.50	2.50	4.00
Clockwork Beast	R	1.50	3.00	5.00
Clone	U	3.00	4.00	5.00

MAGIC SET ABBREVIATIONS

AI	*Alliances*	FE	*Fallen Empires*	LG	*Legends*	PY	*Prophecy*	UD	*Urza's Destiny*
AQ	*Antiquities*	5	*Fifth Edition*	MG	*Mirage*	R	*Revised*	UL	*Urza's Legacy*
AN	*Arabian Nights*	4	*Fourth Edition*	MM	*Mercadian Masques*	7	*Seventh Edition*	UZ	*Urza's Saga*
AP	*Apocalypse*	HL	*Homelands*	NE	*Nemesis*	6	*Sixth Edition*	VS	*Visions*
CH	*Chronicles*	IA	*Ice Age*	OD	*Odyssey*	SH	*Stronghold*	WL	*Weatherlight*
DK	*The Dark*	IN	*Invasion*	PR	*Promo Card*	TM	*Tempest*		
EX	*Exodus*	L	*Limited*	PS	*Planeshift*	U	*Unlimited*		

MAGIC The Gathering® Price Guide

Cockatrice	R	1.50	3.00	5.00
Consecrate Land	U	2.00	3.00	5.00
Contract from Below	R	3.00	5.00	6.00
Copper Tablet	U	1.50	3.00	5.00
Copy Artifact	R	3.00	5.00	8.00
Crusade	R	3.00	5.00	8.00
Cyclopean Tomb	R	13.00	20.00	30.00
Darkpact	R	3.00	4.00	8.00
Deathlace	R	1.50	2.50	4.00
Demonic Attorney	R	1.50	3.00	5.00
Demonic Hordes	R	5.00	8.00	12.00
Demonic Tutor	U	4.00	5.00	7.00
Dingus Egg	R	4.00	6.00	8.00
Disrupting Scepter	R	2.50	5.00	7.50
Drain Power	R	1.50	3.00	5.00
Earthquake	R	3.00	5.00	8.00
Elvish Archers	R	2.50	4.00	6.00
False Orders	C	.50	1.00	1.50
Farmstead	R	3.00	4.00	6.00
Fastbond	R	2.50	5.00	7.50
Force of Nature	R	3.00	5.00	8.00
Forcefield	R	35.00	50.00	70.00
Fork	R	8.00	12.00	16.00
Fungusaur	R	1.50	5.00	8.00
Gaea's Liege	R	3.00	4.00	7.00
Gauntlet of Might	R	50.00	65.00	80.00
Goblin King	R	3.00	4.00	7.00
Granite Gargoyle	R	4.00	6.00	8.00
Helm of Chatzuk	R	1.50	2.50	4.00
Howling Mine	R	4.50	6.00	8.00
Ice Storm	U	8.00	12.00	17.00
Icy Manipulator	U	12.00	20.00	25.00
Illusionary Mask	R	10.00	17.00	25.00
Jade Monolith	R	1.50	2.50	4.00
Jade Statue	U	4.00	5.00	7.00
Jayemdae Tome	R	3.00	5.00	7.00
Kormus Bell	R	1.50	2.50	4.00
Kudzu	R	1.50	3.00	5.00
Lich	R	15.00	22.00	30.00
Lifelace	R	1.50	2.50	4.00
Living Artifact	R	1.50	2.50	4.00
Living Lands	R	1.50	5.00	8.00
Lord of Atlantis	R	3.00	5.00	8.00
Lord of the Pit	R	3.00	5.00	8.00
Magical Hack	R	1.50	3.00	5.00
Mahamoti Djinn	R	4.00	6.00	9.00
Mana Flare	R	4.00	6.00	8.00
Mana Short	R	3.00	4.00	6.00
Mana Vault	R	3.00	5.00	8.00
Manabarbs	R	1.50	2.50	4.00
Meekstone	R	3.00	5.00	8.00
Mind Twist	R	3.00	4.00	6.00
Mox Emerald	R	110.00	140.00	170.00
Mox Jet	R	110.00	140.00	180.00
Mox Pearl	R	110.00	140.00	180.00
Mox Ruby	R	110.00	140.00	170.00
Mox Sapphire	R	115.00	150.00	200.00
Natural Selection	R	8.00	12.00	18.00
Nether Shadow	R	1.50	5.00	8.00
Nevinyrral's Disk	R	4.00	6.00	8.00
Nightmare	R	6.00	8.00	10.00
Northern Paladin	R	3.00	5.00	8.00
Personal Incarnation	R	3.00	5.00	8.00
Pirate Ship	R	1.50	4.00	6.00
Plateau	R	10.00	17.00	20.00
Power Surge	R	1.50	3.00	5.00
Psionic Blast	U	8.00	14.00	24.00
Purelace	R	1.50	2.50	4.00
Raging River	R	14.00	20.00	26.00
Reverse Damage	R	3.00	5.00	8.00
Righteousness	R	3.00	5.00	8.00
Roc of Kher Ridges	R	3.00	5.00	7.00
Rock Hydra	R	3.00	5.00	8.00
Royal Assassin	R	7.00	10.00	12.00
Savannah	R	10.00	15.00	20.00
Savannah Lions	R	3.00	5.00	8.00
Scrubland	R	10.00	15.00	20.00
Sedge Troll	R	2.50	4.00	6.00
Sengir Vampire	U	3.00	5.00	7.00
Serra Angel	U	4.50	6.00	9.00
Shivan Dragon	R	9.00	12.00	15.00
Sinkhole	C	6.00	9.00	12.00
Sleight of Mind	R	1.50	2.50	4.00
Smoke	R	1.50	2.50	4.00
Soi Ring	U	5.00	7.00	9.00
Stasis	R	3.00	5.00	8.00
Sunglasses of Urza	R	1.50	4.00	6.00
Taiga	R	10.00	15.00	20.00
The Hive	R	1.50	4.00	6.00
Thoughtlace	R	1.50	2.50	4.00
Timber Wolves	R	1.50	2.50	4.00
Time Vault	R	25.00	40.00	60.00
Time Walk	R	110.00	140.00	180.00
Timetwister	R	80.00	110.00	140.00
Tropical Island	R	10.00	14.00	18.00
Tundra	R	10.00	15.00	20.00
Two-Headed Giant	R	15.00	20.00	35.00
Underground Sea	R	11.00	17.00	22.00
Verduran Enchantress	R	3.00	4.00	8.00
Vesuvan Doppelganger	R	7.00	11.00	13.00
Veteran Bodyguard	R	2.50	5.00	8.00
Volcanic Eruption	R	1.50	2.50	4.00
Volcanic Island	R	10.00	15.00	20.00
Warp Artifact	R	1.50	2.50	4.00
Web	R	1.50	2.50	4.00
Wheel of Fortune	R	5.00	8.00	11.00
Will-O'-The-Wisp	R	4.00	6.00	8.00
Winter Orb	R	3.00	4.00	6.00
Word of Command	R	20.00	30.00	40.00
Wrath of God	R	7.00	10.00	13.00
Zombie Master	R	1.50	5.00	8.00
Crusade	R	3.00	4.00	5.00
Dancing Scimitar	R	1.50	2.50	4.00
Darkpact	R	2.00	3.00	4.00
Deathlace	R	1.50	2.50	4.00
Demonic Attorney	R	2.00	3.00	4.00
Demonic Hordes	R	3.00	4.00	6.00
Demonic Tutor	U	2.00	4.00	5.00
Dingus Egg	R	2.00	3.00	5.00
Disrupting Scepter	R	2.00	3.00	4.00
Dragon Engine	R	1.50	2.50	4.00
Drain Power	R	2.00	3.00	4.00
Earthquake	R	2.50	3.50	4.50
Ebony Horse	R	1.50	2.50	4.00
El-Hajjâj	R	1.50	2.50	4.00
Elvish Archers	R	1.50	2.50	4.00
Eye for an Eye	R	2.00	3.00	4.00
Farmstead	R	1.00	2.00	3.00
Fastbond	R	2.50	4.00	6.00
Flying Carpet	R	1.50	2.50	4.00
Force of Nature	R	3.00	4.00	6.00
Fork	R	7.00	10.00	15.00
Fungusaur	R	1.50	2.50	4.00
Gaea's Liege	R	2.00	4.00	6.00
Goblin King	R	2.50	4.00	5.00
Granite Gargoyle	R	2.00	4.00	6.00
Helm of Chatzuk	R	1.50	2.50	4.00
Howling Mine	R	4.00	5.00	7.00
Hurkyl's Recall	R	2.00	3.00	4.00
Hypnotic Specter	U	1.50	2.50	3.50
Island Fish Jasconius	R	1.50	2.50	4.00
Island Sanctuary	R	1.50	2.50	4.00
Ivory Tower	R	2.00	4.00	6.00
Jade Monolith	R	1.50	2.50	4.00
Jandor's Ring	R	2.00	3.00	4.00
Jandor's Saddlebags	R	2.00	3.00	4.00
Jayemdae Tome	R	2.00	3.00	5.00
Juggernaut	U	.75	1.50	2.50
Kormus Bell	R	1.50	2.50	4.00
Savannah Lions	R	3.00	4.00	5.00
Scrubland	R	8.00	12.00	18.00
Sedge Troll	R	2.00	3.00	5.00
Sengir Vampire	U	2.00	3.00	4.00
Serendib Efreet	R	3.00	4.00	6.00
Serra Angel	U	3.00	4.00	6.00
Shivan Dragon	R	4.00	6.00	10.00
Sleight of Mind	R	1.50	2.50	4.00
Smoke	R	1.50	2.50	4.00
Soi Ring	U	4.00	5.00	7.00
Sorceress Queen	R	2.00	3.00	5.00
Stasis	R	2.00	3.00	5.00
Sunglasses of Urza	R	1.50	2.50	4.00
Swords to Plowshares	U	1.00	1.50	2.00
Taiga	R	8.00	12.00	18.00
The Hive	R	1.50	2.50	4.00
Thoughtlace	R	1.50	2.50	4.00
Timber Wolves	R	1.50	2.50	4.00
Titania's Song	R	1.50	2.50	4.00
Tropical Island	R	7.00	12.00	16.00
Tundra	R	8.00	13.00	18.00
Underground Sea	R	8.00	13.00	18.00
Verduran Enchantress	R	2.00	3.00	4.00
Vesuvan Doppelganger	R	7.00	9.00	12.00
Veteran Bodyguard	R	2.00	3.00	5.00
Volcanic Eruption	R	1.50	2.50	4.00
Volcanic Island	R	7.00	12.00	18.00
Warp Artifact	R	1.50	2.50	4.00
Web	R	1.50	2.50	4.00
Wheel of Fortune	R	3.00	5.00	7.00
Will-O'-The-Wisp	R	2.50	3.50	5.00
Winter Orb	R	2.00	3.00	5.00
Wrath of God	R	4.50	6.00	8.00
Zombie Master	R	2.00	3.50	5.00

UP YOUR SLEEVE

EMPIRE STRIKES BACK

It's no coincidence that the squids got all the ink; Akoshan's got tons of cool tricks hidden in his web of tentacles. Since his abilities don't use the tap symbol, you can use them the turn he hits play. If you've got two or three cephalids on the table already, you can totally hose your opponent with the first ability. You can use the abilities while he's tapped, too, so just use the second ability during your attack before blockers are declared to clear the path for your team! Calamari, anyone?



REVISED EDITION

WIZARDS OF THE COAST-1994

Cards are white-bordered and nearly identical to Unlimited cards. Unlisted cards are worth 80% of Unlimited price. Printing of Unlimited cards gave them rich, vibrant colors while Revised has very dull colors. Cards also had a much lower print run and are more highly sought by collectors.

Full Set (306 cards)	260.00	275.00	300.00
Booster Pack (15 cards)	8.00	10.00	12.00
Booster Box (36 packs)	275.00	300.00	350.00
Starter Deck (60 cards)	25.00	30.00	40.00
Starter Box (10 decks)	260.00	275.00	325.00
Unlisted Uncommons	.50	.75	1.50
Unlisted Commons	.15	.25	.35

Aladdin's Lamp	R	1.50	2.50	4.00
Aladdin's Ring	R	1.50	2.50	4.00
Animate Wall	R	1.50	2.50	4.00
Ankh of Mishra	R	1.50	2.50	4.00
Armageddon	R	3.00	4.00	6.00
Armageddon Clock	R	1.50	2.50	4.00
Aspect of Wolf	R	1.50	2.50	4.00
Bad Moon	R	3.00	5.00	8.00
Badlands	R	8.00	12.00	18.00
Balance	R	2.00	4.00	6.00
Bayou	R	7.00	12.00	18.00
Birds of Paradise	R	9.00	13.00	17.00
Blessing	R	2.00	3.00	4.00
Bottle of Suleiman	R	1.50	2.50	4.00
Braingeyser	R	3.00	4.00	6.00
Chaoslace	R	1.50	2.50	4.00
Clockwork Beast	R	1.50	2.50	4.00
Clone	U	3.00	4.00	6.00
Cockatrice	R	2.00	3.00	5.00
Contract from Below	R	2.50	3.50	4.50
Copy Artifact	R	3.00	4.00	5.00
Kudzu	R	2.00	3.00	4.00
Lifelace	R	1.50	2.50	4.00
Living Artifact	R	1.50	2.50	4.00
Living Lands	R	1.50	2.50	4.00
Lord of Atlantis	R	2.50	3.50	5.00
Lord of the Pit	R	2.00	4.00	6.00
Magical Hack	R	1.50	2.50	4.00
Magnetic Mountain	R	1.50	2.50	4.00
Mahamoti Djinn	R	3.00	4.00	6.00
Mana Flare	R	3.00	4.00	5.00
Mana Short	R	2.00	3.00	5.00
Mana Vault	R	2.00	3.00	5.00
Manabarbs	R	1.50	2.50	4.00
Meekstone	R	2.00	3.00	4.00
Mijae Djinn	R	2.00	3.00	5.00
Millstone	R	3.00	4.00	5.00
Mind Twist	R	3.00	4.00	5.00
Mishra's War Machine	R	1.50	2.50	4.00
Nether Shadow	R	1.50	2.50	5.00
Nevinyrral's Disk	R	2.00	4.00	6.00
Nightmare	R	3.00	4.00	6.00
Northern Paladin	R	2.50	3.50	5.00
Onulet	R	1.50	2.50	4.00
Personal Incarnation	R	2.00	3.00	4.00
Pirate Ship	R	1.50	2.50	4.00
Plateau	R	8.00	12.00	18.00
Power Surge	R	1.50	2.50	4.00
Primal Clay	R	1.50	2.50	4.00
Purelace	R	1.50	2.50	4.00
Reverse Damage	R	2.00	3.00	5.00
Righteousness	R	1.50	2.50	5.00
Roc of Kher Ridges	R	2.00	3.00	5.00
Rock Hydra	R	2.50	4.00	6.00
Rocket Launcher	R	2.00	3.00	4.00
Royal Assassin	R	5.00	7.00	10.00
Savannah	R	7.00	12.00	18.00
Scrubland	R	8.00	12.00	18.00
Sedge Troll	R	2.00	3.00	5.00
Sengir Vampire	U	2.00	3.00	4.00
Serendib Efreet	R	3.00	4.00	6.00
Serra Angel	U	3.00	4.00	6.00
Shivan Dragon	R	4.00	6.00	10.00
Sleight of Mind	R	1.50	2.50	4.00
Smoke	R	1.50	2.50	4.00
Soi Ring	U	4.00	5.00	7.00
Sorceress Queen	R	2.00	3.00	5.00
Stasis	R	2.00	3.00	5.00
Sunglasses of Urza	R	1.50	2.50	4.00
Swords to Plowshares	U	1.00	1.50	2.00
Taiga	R	8.00	12.00	18.00
The Hive	R	1.50	2.50	4.00
Thoughtlace	R	1.50	2.50	4.00
Timber Wolves	R	1.50	2.50	4.00
Titania's Song	R	1.50	2.50	4.00
Tropical Island	R	7.00	12.00	16.00
Tundra	R	8.00	13.00	18.00
Underground Sea	R	8.00	13.00	18.00
Verduran Enchantress	R	2.00	3.00	4.00
Vesuvan Doppelganger	R	7.00	9.00	12.00
Veteran Bodyguard	R	2.00	3.00	5.00
Volcanic Eruption	R	1.50	2.50	4.00
Volcanic Island	R	7.00	12.00	18.00
Warp Artifact	R	1.50	2.50	4.00
Web	R	1.50	2.50	4.00
Wheel of Fortune	R	3.00	5.00	7.00
Will-O'-The-Wisp	R	2.50	3.50	5.00
Winter Orb	R	2.00	3.00	5.00
Wrath of God	R	4.50	6.00	8.00
Zombie Master	R	2.00	3.50	5.00

FOURTH EDITION

WIZARDS OF THE COAST-1995

Cards contain a 1995 copyright date beneath the artist's name on the front of the card.

Full Set (368 cards)	175.00	200.00	225.00
Booster Pack (15 cards)	3.00	3.50	4.00
Booster Box (36 packs)	85.00	95.00	110.00
Starter Deck (60 cards)	8.00	10.00	12.00
Starter Box (10 decks)	85.00	95.00	110.00
Unlisted Uncommons	.25	.50	1.00
Unlisted Commons	.10	.20	.25

Aladdin's Lamp	R	1.50	2.50	4.00
Aladdin's Ring	R	1.50	2.50	3.50
Animate Wall	R	1.50	2.50	3.50
Ankh of Mishra	R	1.50	2.50	3.50
Armageddon	R	3.00	4.00	5.00
Armageddon Clock	R	1.50	2.50	3.50
Aspect of Wolf	R	1.50	2.50	3.50
Bad Moon	R	4.00	5.00	6.00
Balance	R	2.00	3.00	4.00
Ball Lightning	R	3.00	5.00	8.00
Birds of Paradise	R	7.00	12.00	15.00
Black Knight	U	1.00	1.50	2.50
Black Mana Battery	R	2.00	3.00	4.00
Blessing	R	2.00	3.00	4.00
Blue Mana Battery	R	2.50	3.50	4.50
Bottle of Suleiman	R	1.50	2.50	3.50
Bronze Tablet	R	1.50	2.50	3.50
Cannon Ants	U	75	1.50	2.00
Chaoslace	R	1.50	2.50	3.50
Clockwork Avian	R	2.00	3.00	4.00
Clockwork Beast	R	1.50	2.50	3.50
Cockatrice	R	1.50	2.50	4.00
Colossus of Sardia	R	2.00	3.00	4.00
Coral Helm	R	1.50	2.50	3.50
Cosmic Horror	R	1.50	2.50	4.00
Crimson Manticore	R	1.50	2.50	3.50
Crusade	R	2.00	3.00	4.00
Dancing Scimitar	R	1.50	2.50	3.50
Deathlace	R	1.50	2.50	3.50
Dingus Egg	R	1.50	2.50	4.00
Disrupting Scepter	R	1.50	2.50	4.00
Dragon Engine	R	1.50	2.50	3.50
Drain Power	R	1.50	2.50	4.00
Earthquake	R	2.00	3.00	4.00
Ebony Horse	R	1.50	2.50	3.50
El-Hajjâj	R	1.50	2.50	3.50
Elder Land Wurm	R	1.50	2.50	3.50
Elvish Archers	R	1.50	2.50	4.00
Eye for an Eye	R	1.50	2.50	4.00
Flying Carpet	R	1.50	2.50	3.50
Force of Nature	R	2.00	3.00	4.00
Fungusaur	R	1.50	2.50	3.50
Gaea's Liege	R	2.00	3.00	4.00
Goblin King	R	2.00	3.00	4.00
Greed	R	1.50	2.50	4.00
Green Mana Battery	R	2.00	3.00	4.00
Helm of Chatzuk	R	1.50	2.50	3.50
Howling Mine	R	3.00	4.00	5.00
Hurkyl's Recall	R	1.50	2.50	4.00
Hurr Jackal	R	1.50	2.50	3.50
Hypnotic Specter	U	1.50	2.50	4.00
Inferno	R	1.50	2.50	4.00
Island Fish Jasconius	R	1.50	2.50	3.50
Island Sanctuary	R	1.50	2.50	3.50
Ivory Tower	R	1.50	2.50	4.00
Jade Monolith	R	1.50	2.50	3.50
Jandor's Saddlebags	R	1.50	2.50	4.00
Jayemdae Tome	R	2.00	3.00	4.00
Killer Bees	U	75	1.50	2.00
Kormus Bell	R	1.50	2.50	3.50

MAGIC DATA C=COMMON U=UNCOMMON R=RARE

ARTIFACT BLACK BLUE GOLD GREEN RED WHITE LAND

PRICE DATA WENT UP | WENT DOWN | HEAVY TRADING | NEW SET

Land Tax	R	2.00	4.00	5.00
Leviathan	R	1.50	2.50	4.00
Lifelace	R	1.50	2.50	4.00
Living Artifact	R	1.50	2.50	3.50
Living Lands	R	1.50	2.50	3.50
Lord of Atlantis	R	2.00	3.00	4.00
Lord of the Pit	R	2.00	3.00	4.00
Magical Hack	R	1.50	2.50	3.50
Magnetic Mountain	R	1.50	2.50	3.50
Mahamoti Djinn	R	3.00	5.00	7.00
Mana Clash	R	1.50	2.50	3.50
Mana Flare	R	2.50	3.50	4.50
Mana Short	R	1.50	2.50	4.00
Mana Vault	R	2.00	3.00	4.00
Meekstone	R	1.50	2.50	4.00
Millstone	R	3.00	4.00	5.00
Mind Twist	R	3.00	4.00	5.00
Mishra's Factory	U	2.00	2.50	3.00
Mishra's War Machine	R	1.50	2.50	3.50
Nether Shadow	R	1.50	2.50	3.50
Nevinyrral's Disk	R	2.00	3.00	4.00
Nightmare	R	2.00	3.00	4.00
Northern Paladin	R	2.00	3.00	4.00
Onulet	R	1.50	2.50	3.50
Personal Incarnation	R	1.50	2.50	4.00
Pirate Ship	R	1.50	2.50	3.50
Power Surge	R	1.50	2.50	3.50
Primal Clay	R	1.50	2.50	3.50
Psionic Entity	R	1.50	2.50	3.50
Purelace	R	1.50	2.50	3.50
Rag Man	R	1.50	2.50	4.00
Rebirth	R	1.50	2.50	3.50
Red Mana Battery	R	2.00	3.00	4.00
Relic Bind	R	1.50	2.50	3.50
Reverse Damage	R	1.50	2.50	4.00
Righteousness	R	1.50	2.50	3.50
Royal Assassin	R	4.50	6.00	8.00
Savannah Lions	R	3.00	4.00	5.00
Sengir Vampire	U	1.00	2.00	3.00
Serra Angel	U	2.00	4.00	5.00
Shivan Dragon	R	5.00	7.00	10.00
Sleight of Mind	R	1.50	2.50	3.50
Smoke	R	1.50	2.50	3.50
Sorceress Queen	R	1.50	2.50	4.00
Stasis	R	2.00	3.00	4.00
Strip Mine	U	75	2.00	2.50
Sunglasses of Urza	R	1.50	2.50	3.50
Sylvan Library	R	3.00	4.00	5.00
Tempest Efreet	R	1.50	2.50	3.50
Tetravus	R	2.00	3.00	4.00
The Hive	R	1.50	2.50	3.50
Thoughtlace	R	1.50	2.50	3.50
Timber Wolves	R	1.50	2.50	3.50
Time Elemental	R	1.50	2.50	4.00
Titania's Song	R	1.50	2.50	3.50
Trickster	R	2.00	3.00	4.00
Urza's Avenger	R	1.50	2.50	3.50
Verduran Enchantress	R	1.50	2.50	4.00
Volcanic Eruption	R	1.50	2.50	3.50
Warp Artifact	R	1.50	2.50	3.50
Web	R	1.50	2.50	3.50
White Mana Battery	R	2.00	3.00	4.00
Will-O'-The-Wisp	R	2.50	3.50	4.50
Winds of Change	R	2.00	3.00	4.00
Winter Orb	R	1.50	2.50	4.00
Wrath of God	R	3.00	5.00	8.00
Xanic Poltergeist	R	1.50	2.50	3.50
Zombie Master	R	1.50	2.50	3.50

FIFTH EDITION

WIZARDS OF THE COAST-1997

Full Set (434 cards)	180.00	200.00	240.00
Booster Pack (15 cards)	2.50	3.00	3.50
Booster Box (36 packs)	75.00	80.00	100.00
Starter Deck (60 cards)	8.00	9.00	10.00
Starter Box (12 decks)	80.00	[illegible]	100.00
Unlisted Uncommons	.25	.50	1.00
Unlisted Commons	.10	.20	.25

Adarkar Wastes	R	4.00	5.00	7.00
Akron Legionnaire	R	1.50	2.50	4.00
Aladdin's Ring	R	1.50	2.50	4.00
An-Havva Constable	R	1.50	2.50	4.00
Animate Wall	R	1.50	2.00	3.00
Ankh of Mishra	R	1.50	2.50	4.00
Armageddon	R	3.00	5.00	6.00
Aspect of Wolf	R	1.50	2.00	3.50
Bad Moon	R	3.00	4.50	6.00
Ball Lightning	R	5.00	7.00	9.00
Bart's Cage	R	3.00	4.00	5.00
Birds of Paradise	R	9.00	14.00	20.00
Blinking Spirit	R	3.00	4.00	5.00
Bottle of Suleiman	R	1.50	2.00	3.50
Bottomless Vault	R	2.00	3.00	4.00
Broken Visage	R	1.50	2.50	4.00
Brushland	R	4.00	5.00	7.00
Caribou Range	R	1.50	2.50	4.00
City of Brass	R	4.00	5.00	8.00
Clockwork Beast	R	1.50	2.50	4.00
Cockatrice	R	1.50	3.00	4.00
Colossus of Sardia	R	2.00	3.00	4.00
Coral Helm	R	1.50	2.00	3.00
Crimson Manticore	R	1.50	2.00	3.50
Crown of the Ages	R	1.50	2.50	4.00
Crusade	R	3.00	5.00	7.00
Dance of Many	R	1.50	2.50	4.00
Dancing Scimitar	R	1.50	2.00	3.50
Deflection	R	2.00	3.00	4.00
Derelor	R	1.50	3.00	4.00
Dingus Egg	R	1.50	2.50	3.50
Disrupting Scepter	R	1.50	3.00	4.00
Dragon Engine	R	1.50	2.00	3.00
Drain Power	R	1.50	2.50	4.00
Dwarven Hold	R	1.50	2.50	4.00
Earthquake	R	2.50	3.50	4.50
Elder Druid	R	1.50	2.50	4.00
Elkin Bottle	R	1.50	2.50	4.00
Elvish Archers	R	1.50	2.50	3.50
Eye for an Eye	R	1.50	2.50	4.00
Feroz's Ban	R	1.50	2.50	4.00
Flying Carpet	R	1.50	2.50	4.00
Force of Nature	R	3.00	4.00	5.00
Forget	R	1.50	2.50	4.00
Fungusaur	R	1.50	2.50	4.00
Game of Chaos	R	1.50	2.50	4.00
Gauntlets of Chaos	R	1.50	2.50	3.50
Goblin King	R	2.50	3.50	4.50
Goblin Warrens	R	1.50	2.50	4.00
Hecatomb	R	1.50	2.50	4.00
Helm of Chatzuk	R	1.50	2.00	3.50
Hollow Trees	R	1.50	2.50	4.00
Howling Mine	R	3.00	5.00	7.00
Hurkyl's Recall	R	1.50	2.50	4.00
Icatian Store	R	2.00	3.00	4.00
Icatian Town	R	1.50	2.50	4.00
Inferno	R	1.50	2.50	4.00
Infinite Hourglass	R	2.00	3.00	4.00
Ironclaw Curse	R	1.50	2.50	4.00
Island Sanctuary	R	1.50	2.00	3.50
Jade Monolith	R	1.50	2.00	3.50
Jalum Tome	R	1.50	2.50	4.00
Jandor's Saddlebags	R	1.50	2.50	4.00
Jayemdae Tome	R	1.50	3.00	4.00
Jester's Cap	R	3.00	5.00	7.00
Jokulhaups	R	2.50	3.50	4.50
Juxtapose	R	1.50	2.50	4.00
Karplusan Forest	R	4.00	5.00	7.00
Kjeldoran Royal Guard	R	1.50	2.50	4.00
Leviathan	R	1.50	2.50	3.50
Lhurgoyf	R	3.00	4.00	6.00
Living Artifact	R	1.50	2.00	3.00
Living Lands	R	1.50	2.00	3.00
Lord of Atlantis	R	3.00	4.00	5.00
Lord of the Pit	R	2.00	3.00	4.00
Magical Hack	R	1.50	2.00	3.00
Magus of the Unseen	R	1.50	2.50	4.00
Mana Clash	R	1.50	2.50	4.00
Mana Flare	R	3.00	4.00	5.00
Mana Vault	R	2.00	3.00	4.00
Manabarbs	R	1.50	2.00	3.50
Meekstone	R	1.50	2.50	4.00
Millstone	R	3.00	4.00	5.00
Necropotence	R	3.00	4.00	5.00
Nether Shadow	R	1.50	2.00	3.50
Nevinyrral's Disk	R	2.00	3.00	4.00
Nightmare	R	3.00	4.00	5.00
Obelisk of Undoing	R	1.50	2.50	4.00
Orcish Squatters	R	1.50	2.50	4.00
Order of the S. Torch	R	1.50	2.50	4.00
Orgg	R	1.50	2.50	4.00
Pentagram of the Ages	R	1.50	2.50	4.00
Personal Incarnation	R	1.50	2.50	4.00
Pirate Ship	R	1.50	2.00	3.50
Pox	R	1.50	2.50	4.00
Primal Clay	R	1.50	2.00	3.50
Primal Order	R	1.50	2.50	4.00
Rag Man	R	1.50	2.50	4.00
Recall	R	1.50	2.50	4.00
Reverse Damage	R	1.50	2.50	4.00
Righteousness	R	1.50	2.00	3.50
Sand Silos	R	1.50	2.50	4.00
Sengir Autocrat	R	1.50	2.50	4.00
Seraph	R	3.00	4.00	6.00
Serpent Generator	R	2.00	3.00	4.00
Shivan Dragon	R	5.00	7.00	10.00
Sibilant Spirit	R	1.50	2.50	4.00
Sleight of Mind	R	1.50	2.00	3.00
Smoke	R	1.50	2.00	3.00
Sorceress Queen	R	1.50	2.50	3.50
Stampede	R	1.50	2.50	4.00
Stasis	R	2.00	3.00	4.00
Stromgald Cabal	R	1.50	2.50	4.00
Sulfurous Springs	R	3.00	4.00	7.00
Sylvan Library	R	3.00	4.00	5.00
The Hive	R	1.50	2.00	3.50
The Wretched	R	2.00	3.00	4.00
Time Bomb	R	1.50	2.50	4.00
Time Elemental	R	1.50	2.50	4.00
Titania's Song	R	1.50	2.00	3.50
Truce	R	1.50	2.50	4.00
Underground River	R	4.00	5.00	7.00
Urza's Avenger	R	1.50	2.00	3.50
Verduran Enchantress	R	2.00	3.00	4.00
Warp Artifact	R	1.50	2.00	3.00
Winds of Change	R	2.00	3.00	4.00
Winter Orb	R	1.50	2.50	3.50
Wrath of God	R	4.00	6.00	8.00
Wyluli Wolf	R	1.50	2.50	4.00
Xanic Poltergeist	R	1.50	2.50	4.00
Zombie Master	R	1.50	2.50	4.00
Zur's Weirding	R	1.50	2.50	4.00

SIXTH EDITION VI

WIZARDS OF THE COAST-1999

Full Set (350 cards)	150.00	185.00	190.00
Booster Pack (15 cards)	2.50	3.00	3.50
Booster Box (36 packs)	70.00	80.00	110.00
Starter Deck (75 cards)	8.00	9.00	10.00
Starter Box (12 decks)	80.00	90.00	110.00
Unlisted Uncommons	.25	.50	1.00
Unlisted Commons	.10	.20	.25

Unlisted cards are worth the same as their Fifth Edition *equivalents.*

Abyssal Hunter	R	2.00	3.00	4.00
Adarkar Wastes	R	3.00	5.00	7.00
Aladdin's Ring	R	1.50	2.50	3.50
Amber Prison	R	1.50	2.50	3.50
Ancestral Memories	R	1.50	2.50	3.50
Animate Wall	R	1.50	2.00	3.00
Ankh of Mishra	R	1.50	2.50	4.00
Archangel	R	3.00	5.00	6.00
Armageddon	R	3.00	4.00	5.00
Ashen Powder	R	2.00	3.00	4.00
Balduvian Horde	R	2.00	3.00	4.00
Birds of Paradise	R	9.00	14.00	20.00
Bottle of Suleiman	R	1.50	2.00	3.00
Brushland	R	3.00	5.00	7.00
Call of the Wild	R	2.00	3.00	4.00
Celestial Dawn	R	2.50	3.50	4.50
City of Brass	R	4.00	5.00	8.00
Crimson Hellkite	R	3.00	4.00	7.00
Crusade	R	3.00	4.00	5.00
Cursed Totem	R	2.00	3.00	4.00
Dancing Scimitar	R	1.50	2.00	3.00
Daring Apprentice	R	1.50	2.50	3.50
Deflection	R	2.00	3.00	4.00
Dense Foliage	R	2.50	3.50	4.50
Derelor	R	1.50	2.50	3.50
Desertion	R	2.00	3.00	4.00
Diminishing Returns	R	1.50	2.50	3.50
Dingus Egg	R	1.50	2.50	3.50
Disrupting Scepter	R	1.50	2.50	3.50
Doomsday	R	2.00	3.00	4.00
Dragon Engine	R	1.50	2.00	3.00
Early Harvest	R	1.50	2.50	3.50
Earthquake	R	2.50	3.50	4.50
Elder Druid	R	1.50	2.50	3.50
Elvish Archers	R	1.50	2.50	3.50
Enlightened Tutor	U	1.50	2.00	3.00
Ethereal Champion	R	1.50	2.50	3.50
Exile	R	2.00	3.00	4.00
Fallen Angel	R	2.00	3.00	4.00
Feroz	R	2.00	3.00	4.00
Final Fortune	R	2.00	3.00	4.00
Flash	R	2.00	3.00	4.00
Flying Carpet	R	1.50	2.50	3.50
Forbidden Crypt	R	2.00	3.00	4.00
Forget	R	1.50	2.50	3.50
Goblin King	R	2.50	3.50	4.50
Goblin Warrens	R	1.50	2.50	3.50
Greed	R	1.50	2.50	4.00
Grinning Totem	R	3.00	4.00	5.00
Hammer of Bogardan	R	4.00	6.00	8.00
Hecatomb	R	1.50	2.50	3.50
Howling Mine	R	3.00	4.50	6.00
Hurricane	R	1.50	2.50	3.50
Icatian Town	R	1.50	2.50	3.50
Illicit Auction	R	2.00	3.00	4.00
Infernal Contract	R	1.50	2.50	3.50
Inferno	R	1.50	2.50	4.00
Jade Monolith	R	1.50	2.00	3.00
Jalum Tome	R	1.50	2.50	3.50
Jayemdae Tome	R	2.00	3.00	4.00
Jokulhaups	R	2.50	3.50	4.50
Juxtapose	R	1.50	2.50	3.50
Karplusan Forest	R	3.00	5.00	7.00
Kjeldoran Royal Guard	R	1.50	2.50	3.50
Library of Lat-Nam	R	1.50	2.50	3.50
Living Lands	R	1.50	2.00	3.00
Lord of Atlantis	R	3.00	4.00	5.00
Mana Short	R	1.50	2.50	3.50
Manabarbs	R	1.50	2.00	3.00
Maro	R	1.50	2.50	3.50
Meekstone	R	1.50	2.50	4.00
Millstone	R	3.00	4.00	5.00
Nature's Resurgence	R	1.50	2.50	3.50
Necrosavant	R	1.50	2.50	3.50
Nightmare	R	3.00	4.00	5.00
Order of the S. Torch	R	1.50	2.50	3.50
Pearl Dragon	R	1.50	2.50	4.00
Pentagram of the Ages	R	1.50	2.50	3.50
Polymorph	R	1.50	2.50	3.50
Primal Clay	R	1.50	2.00	3.00
Psychic Transfer	R	2.00	3.00	4.00
Rag Man	R	1.50	2.50	3.50
Recall	R	1.50	2.50	3.50
Reckless Embermage	R	1.50	2.50	3.50
Relentless Assault	R	1.50	2.50	4.00
Reverse Damage	R	1.50	2.50	4.00
Rowen	R	1.50	2.50	3.50
Sengir Autocrat	R	1.50	2.50	3.50
Serenity	R	2.50	3.50	4.50
Shatterstorm	R	1.50	2.50	3.50
Sibilant Spirit	R	1.50	2.50	3.50
Snake Basket	R	2.50	3.50	4.50
Storm Cauldron	R	1.50	2.50	3.50
Stromgald Cabal	R	1.50	2.50	3.50
Sulfurous Springs	R	4.00	5.00	7.00
Sunweb	R	1.50	2.50	3.50
Tariff	R	2.50	3.50	4.50
Teferi's Puzzle Box	R	2.00	3.00	4.00
The Hive	R	1.50	2.00	3.00
Tranquil Grove	R	3.00	4.00	5.00
Uktabi Wildcats	R	1.50	2.50	3.50
Underground River	R	3.00	5.00	7.00
Vampiric Tutor	R	4.00	6.00	8.00
Verduran Enchantress	R	2.00	3.00	4.00
Volcanic Dragon	R	3.00	4.00	5.00
Waiting in the Weeds	R	1.50	2.50	3.50
Wand of Denial	R	2.50	3.50	4.50
Wrath of God	R	5.00	7.00	9.00
Wyluli Wolf	R	1.50	2.50	3.50
Zombie Master	R	1.50	2.50	3.50
Zur's Weirding	R	1.50	2.50	3.50

SEVENTH EDITION 7

WIZARDS OF THE COAST-2001

Full Set (350 cards)	180.00	190.00	210.00
Booster Pack	2.50	3.00	3.50
Booster Box	75.00	85.00	100.00
Starter Deck	8.00	9.00	10.00
Unlisted Uncommons	.25	.50	1.25
Unlisted Commons	.10	.20	.25
Unlisted FOIL Uncommons	1.50	2.50	5.00
Unlisted FOIL Commons	1.00	1.50	2.00

The median price for unlisted rare FOIL cards is twice that of its non-FOIL version.

Abyssal Horror	R	1.50	2.00	3.00
Abyssal Specter (Foil)	U	6.00	8.00	12.00
Adarkar Wastes	R	3.00	5.00	7.00
Adarkar Wastes (Foil)	R	40.00	50.00	55.00
Air Elemental (Foil)	U	4.00	7.00	10.00
Aladdin's Ring	R	1.50	2.00	3.00
Ancestral Memories	R	1.50	2.00	3.00
Ancient Silverback	R	1.50	2.50	4.00
Archivist	R	1.50	2.00	3.00
Beast of Burden	R	2.00	3.00	4.00
Bedlam	R	1.50	2.00	3.00
Bellowing Fiend	R	1.50	2.00	3.00
Benthic Behemoth	R	1.50	2.00	3.00
Birds of Paradise	R	8.00	13.00	17.00
Birds of Paradise (Foil)	R	70.00	95.00	110.00
Blaze (Foil)	U	5.00	6.00	7.00
Blessed Reversal	R	1.50	2.00	3.00
Bloodshot Cyclops	R	1.50	2.00	3.00
Boil (Foil)	U	4.00	6.00	8.00
Brushland	R	3.00	4.00	6.00
Brushland (Foil)	R	30.00	35.00	45.00
Circle of Protection: Red (Foil)	C	2.50	3.50	5.00

MONEY MAKER

FACT OR FICTION

The best card in *Invasion*, Fact Or Fiction is one of the few recent non-rares with market potential. Its ability to refill depleted hands is second to none in Standard format, and it'll always get you something you want. With *Odyssey*'s new mechanics, though, it's devastating. It can always get you at least three more cards toward threshold and put your opponent into a "damned-if-you-do, damned-if-you-don't" situation with flashback cards. Watch it jump a buck or more in the near future.



MAGIC The Gathering

Price Guide

City of Brass	R	4.00	6.00	8.00
City of Brass (Foil)	R	40.00	65.00	85.00
Coat of Arms	R	6.00	10.00	13.00
Coat of Arms (Foil)	R	20.00	30.00	40.00
Counterspell (Foil)	C	10.00	18.00	27.00
Creeping Mold (Foil)	U	2.00	3.00	5.00
Crimson Hellkite	R	3.00	4.00	7.00
Crimson Hellkite (Foil)	R	12.00	17.00	23.00
Daring Apprentice	R	1.50	2.00	3.00
Darkest Hour	R	1.50	2.50	3.50
Deflection	R	2.00	3.00	4.00
Delusions of Mediocrity	R	1.50	2.00	3.00
Dingus Egg	R	1.50	2.50	3.50
Disenchant (Foil)	C	5.00	8.00	11.00
Disrupting Scepter	R	1.50	2.00	3.00
Dregs of Sorrow	R	1.50	2.00	3.00
Duress (Foil)	C	5.00	6.00	8.00
Early Harvest	R	1.50	2.00	3.00
Earthquake	R	2.50	3.50	4.50
Earthquake (Foil)	R	10.00	18.00	23.00
Eastern Paladin	R	2.00	3.00	4.00
Elder Druid	R	1.50	2.00	3.00
Elite Archers	R	1.50	2.00	3.00
Elvish Archers	R	1.50	2.50	3.50
Elvish Champion	R	3.00	4.00	5.00
Elvish Piper	R	4.00	6.50	8.00
Elvish Piper (Foil)	R	7.00	10.00	14.00
Ensnaring Bridge	R	3.00	4.50	6.00
Ensnaring Bridge (Foil)	R	11.00	15.00	18.00
Equilibrium	R	2.50	3.00	4.50
Evacuation	R	1.50	2.00	3.00
Fallen Angel	R	2.00	3.00	4.00
Fallen Angel (Foil)	R	12.00	18.00	25.00
Feroz's Ban	R	1.50	2.00	3.00
Fervor	R	2.00	3.00	4.00
Final Fortune	R	1.50	2.00	3.00
Fire Diamond (Foil)	U	3.00	5.00	7.00
Fleeting Image	R	1.50	2.00	3.00
Flying Carpet	R	1.50	2.00	3.00
Gerrard's Wisdom (Foil)	U	4.00	6.00	8.00
Giant Growth (Foil)	C	3.00	4.50	7.00
Glorious Anthem	R	4.00	5.00	6.00
Glorious Anthem (Foil)	R	10.00	15.00	20.00
Goblin King	R	2.50	3.50	4.50
Grafted Skullcap	R	1.50	2.50	3.50
Greed	R	1.50	2.00	3.00
Howling Mine	R	3.00	5.00	7.00
Howling Mine (Foil)	R	15.00	23.00	30.00
Hurricane	R	1.50	2.00	3.00
Impatience	R	1.50	2.00	3.00
Infernal Contract	R	1.50	2.50	3.50
Inferno	R	1.50	2.00	3.00
Intrepid Hero	R	2.00	3.00	4.00
Jalum Tome	R	1.50	2.00	3.00
Jandor's Saddlebags	R	1.50	2.00	3.00
Jayemdae Tome	R	1.50	2.00	3.00
Karplusan Forest	R	3.00	4.00	6.00
Karplusan Forest (Foil)	R	30.00	35.00	45.00
Kjeldoran Royal Guard	R	1.50	2.00	3.00
Llanowar Elves (Foil)	C	5.00	8.00	10.00
Lord of Atlantis	R	3.00	4.00	5.00
Lord of Atlantis (Foil)	R	8.00	12.00	16.00
Mahamoti Djinn	R	3.00	4.00	7.00
Mahamoti Djinn (Foil)	R	18.00	25.00	32.00
Mana Clash	R	1.50	2.00	3.00
Mana Short	R	1.50	2.50	3.50
Marble Diamond (Foil)	U	4.00	6.00	8.00
Mara	R	1.50	2.50	4.00
Master Healer	R	1.50	2.00	3.00
Mawcor	R	1.50	2.00	3.00
Meekstone	R	1.50	2.50	3.50
Megrim	U	2.00	3.00	4.00
Megrim (Foil)	U	5.00	8.00	10.00
Memory Lapse (Foil)	C	3.00	4.00	5.00
Might of Oaks	R	4.00	5.00	6.00
Might of Oaks (Foil)	R	12.00	16.00	20.00
[illegible]	R	3.00	4.00	5.00
Millstone (Foil)	R	15.00	24.00	40.00
Nature's Resurgence	R	1.50	2.00	3.00
Nature's Revolt	R	1.50	2.00	3.00
Nightmare	R	3.00	4.00	5.00
Nightmare (Foil)	R	14.00	20.00	24.00
Northern Paladin	R	3.00	4.00	5.00
Okk	R	1.50	2.00	3.00
Opposition	R	3.00	5.00	7.00
Oppression	R	1.50	2.00	3.00
Parish	R	2.00	3.00	4.00
Persecute	R	2.50	3.50	4.50
Persecute (Foil)	R	10.00	15.00	18.00
Phyrexian Colossus	R	2.50	3.50	4.50
Phyrexian Colossus (Foil)	R	12.00	15.00	24.00
Pillage	U	75	1.50	2.00
Pillage (Foil)	U	3.00	4.00	6.00
Prodigal Sorcerer (Foil)	C	4.00	5.00	6.00
Purify	R	1.50	2.00	3.00
Rag Man	R	1.50	2.00	3.00
Reckless Embermage	R	1.50	2.00	3.00
Relentless Assault	R	2.00	3.00	4.00
Reprocess	R	1.50	2.00	3.00
Revenant	R	1.50	2.00	3.00
Reverse Damage	R	1.50	2.50	3.50
Rolling Stones	R	1.50	2.50	3.50
Rowen	R	1.50	2.00	3.00
Sacred Ground	R	1.50	3.00	3.50
Seismic Assault	R	2.00	3.00	4.00
Serra Advocate	U	1.00	1.50	2.50
Serra Advocate (Foil)	U	8.00	13.00	18.00
Serra Angel	R	4.00	6.00	8.00
Serra Angel (Foil)	R	55.00	85.00	80.00
Shivan Dragon	R	5.00	7.00	12.00
Shivan Dragon (Foil)	R	40.00	50.00	70.00
Shock (Foil)	C	3.00	4.00	6.00
Sky Diamond (Foil)	U	4.00	5.00	7.00
Southern Paladin	R	3.00	4.00	5.00
Spirit Link (Foil)	U	5.00	7.00	11.00
Static Orb	R	3.00	4.00	6.00
Stone Rain (Foil)	C	3.00	4.00	6.00
Storm Cauldron	R	1.50	2.00	3.00
Stronghold Assassin	R	1.50	2.50	3.50
Sulfurous Springs	R	3.00	4.00	6.00
Sulfurous Springs (Foil)	R	30.00	35.00	45.00
Sunweb	R	1.50	2.50	3.50
Tainted Aether	R	1.50	2.00	3.00
Teferi's Puzzle Box	R	1.50	3.00	4.00
Temporal Adept	R	1.50	3.00	4.00
Thorn Elemental	R	3.00	4.00	6.00
Trained Orgg	R	1.50	2.00	3.00
Uktabi Wildcats	R	1.50	2.50	3.50
Underground River	R	3.00	5.00	7.00
Underground River (Foil)	R	30.00	35.00	45.00
Verduran Enchantress	R	2.00	3.00	4.00
Verduran Enchantress (Foil)	R	6.00	10.00	15.00
Vernal Bloom	R	1.50	2.50	3.50
Vizzerdrix	R	1.50	2.00	3.00
Volcanic Hammer (Foil)	C	3.00	4.00	7.00
Wall of Wonder	R	1.50	2.00	3.00
Western Paladin	R	2.50	3.50	4.50
Wildfire	R	3.00	4.00	5.00
Worship	R	3.00	4.00	6.00
Worship (Foil)	R	12.00	20.00	28.00
Wrath of God	R	5.00	7.00	8.00
Wrath of God (Foil)	R	50.00	65.00	90.00
Yavimaya Enchantress (Foil)	U	4.00	6.00	8.00

ARABIAN NIGHTS

WIZARDS OF THE COAST-1993

Full Set (78 cards)	850.00	925.00	1000.00
Booster Pack (8 cards)	85.00	90.00	95.00
Booster Box (60 packs)	4000.00	4200.00	4600.00
Unlisted Commons	.75	1.50	3.00

Abu Ja'far	U	3.00	4.00	6.00
Aladdin	R	3.00	5.00	7.00
Aladdin's Lamp	R	3.00	4.00	6.00
Aladdin's Ring	R	4.00	6.00	8.00
Ali Baba	U	2.00	3.00	4.00
Ali from Cairo	R	40.00	55.00	80.00
Army of Allah	C	2.00	3.50	5.00
Bazaar of Baghdad	U	15.00	21.00	25.00
Battle of Suleiman	R	3.00	4.00	6.00
Brass Man	U	1.50	3.00	4.00
Camel	C	1.00	2.00	3.00
City in a Bottle	R	6.00	9.00	14.00
City of Brass	U	20.00	30.00	40.00
Cyclone	U	2.00	4.00	6.00
Dancing Scimitar	R	2.00	3.00	5.00
Desert	C	1.00	2.50	4.00
Desert Twister	U	2.00	4.00	5.00
Diamond Valley	R	35.00	50.00	60.00
Drop of Honey	R	15.00	30.00	40.00
Ebony Horse	R	2.50	4.00	6.00
El-Hajjâj	R	3.00	4.00	7.00
Elephant Graveyard	R	14.00	22.00	25.00
Erg Raiders	C	1.00	2.00	3.00
Erhnam Djinn	R	14.00	18.00	24.00
Eye for an Eye	U	2.00	3.00	6.00
Flying Carpet	U	2.00	3.00	5.00
Flying Men	C	2.50	3.50	5.00
Guardian Beast	R	25.00	40.00	60.00
Ifh-Biff Efreet	R	12.00	18.00	30.00
Island Fish Jasconius	R	4.00	6.00	8.00
Island of Wak-Wak	R	18.00	30.00	40.00
Jandor's Ring	R	2.50	4.00	6.00
Jandor's Saddlebags	R	2.50	4.00	6.00
Jeweled Bird	U	3.00	4.00	6.00
Jihad	R	20.00	30.00	40.00
Junun Efreet	R	5.00	7.00	10.00
Juzam Djinn	R	110.00	150.00	180.00
Khabal Ghoul	U	15.00	22.00	36.00
King Suleiman	R	8.00	12.00	15.00
Kird Ape	C	2.00	3.00	4.00
Library of Alexandria	U	70.00	90.00	110.00
Magnetic Mountain	U	2.00	3.00	4.00
Merchant Ship	U	3.00	4.00	8.00
Mijae Djinn	R	4.00	6.00	8.00
Mountain	C	6.00	8.00	12.00
Oasis	U	2.00	4.00	5.00
Old Man of the Sea	R	13.00	21.00	30.00
Oubliette	C	2.50	3.50	4.50
Piety	C	2.00	3.00	4.00
Pyramids	R	10.00	14.00	18.00
Repentant Blacksmith	R	3.00	4.00	6.00
Ring of Ma'ruf	R	20.00	28.00	35.00
Rukh Egg	C	5.00	8.00	12.00
Sandals of Abdallah	U	2.00	4.00	6.00
Serendib Djinn	R	15.00	20.00	25.00
Serendib Efreet	R	16.00	25.00	35.00
Shahrazad	R	18.00	25.00	32.00
Sindbad	U	2.00	4.00	5.00
Singing Tree	R	17.00	25.00	32.00
Sorceress Queen	U	5.00	8.00	10.00
Stone-Throwing Devils	C	3.00	4.00	5.00
Wyluli Wolf	C	1.50	2.50	4.00
Ydwen Efreet	R	4.00	7.00	9.00

ANTIQUITIES

WIZARDS OF THE COAST-1994

Full Set (100 cards)	250.00	285.00	310.00
Booster Pack (8 cards)	15.00	22.00	27.00
Booster Box (60 packs)	850.00	900.00	950.00
Unlisted Uncommons	1.00	2.00	3.00
Unlisted Commons	.50	.75	1.00

Argivian Archaeologist	R	12.00	18.00	30.00
Armageddon Clock	R	2.50	3.50	5.00
Ashnod's Altar	R	1.00	2.00	3.00
Ashnod's Battle Gear	R	1.00	2.00	3.00
Bronze Tablet	R	2.50	3.50	6.00
Candelabra of Tawnos	R	24.00	35.00	45.00
Clockwork Avian	R	3.00	4.00	6.00
Colossus of Sardia	R	3.00	5.00	7.00
Coral Helm	R	2.50	3.50	5.00
Feldon's Cane	U	3.00	4.00	6.00
Gaea's Avenger	R	3.00	5.00	8.00
Gate to Phyrexia	U	2.00	3.00	4.00
Golgothian Sylex	R	3.00	4.00	6.00
Hurkyl's Recall	R	2.00	3.00	7.00
Ivory Tower	U	4.00	6.00	8.00
Jalum Tome	R	2.00	3.00	5.00
Mightstone	U	2.00	3.00	4.00
Millstone	U	5.00	7.00	9.00
Mishra's Factory (Fall)	U	5.00	7.00	10.00
Mishra's Factory (Spring)	U	4.00	8.00	12.00
Mishra's Factory (Summer)	U	8.00	10.00	18.00
Mishra's Factory (Winter)	R	10.00	15.00	18.00
Mishra's War Machine	R	4.00	5.00	6.00
Mishra's Workshop	R	22.00	30.00	38.00
Obelisk of Undoing	R	5.00	7.00	9.00
Power Artifact	U	4.00	6.00	7.00
Shapeshifter	R	3.00	4.00	5.00
Shatterstorm	R	2.50	3.50	8.00
Strip Mine (Horizon, Even)	U	3.00	6.00	8.00
Strip Mine (Horizon, Uneven)	U	4.50	6.00	8.00
Strip Mine (No Horizon)	U	4.50	6.00	8.00
Strip Mine (Small Tower)	R	7.00	10.00	13.00
Su-Chi	U	4.00	6.00	8.00
Tawnos's Coffin	R	6.00	10.00	12.00
Tetravus	R	3.00	4.00	6.00
The Rack	U	3.00	4.00	5.00
Transmute Artifact	U	3.00	4.00	5.00
Triskelion	R	3.00	4.00	9.00
Urza's Avenger	R	2.50	3.50	6.00
Urza's Miter	R	3.00	4.00	5.00
Yawgmoth Demon	R	4.00	6.00	8.00

LEGENDS

WIZARDS OF THE COAST-1994

Full Set (310 cards)	750.00	800.00	950.00
Booster Pack (15 cards)	25.00	30.00	45.00
Booster Box (36 packs)	950.00	975.00	1100.00
Unlisted Uncommons	1.00	2.00	3.00
Unlisted Commons	.50	.75	1.00

Acid Rain	R	8.00	13.00	18.00
Adun Oakenshield	R	5.00	7.00	11.00
Akron Legionnaire	R	2.50	3.50	8.00
Al-abara's Carpet	R	4.50	6.00	8.00
Alchor's Tomb	R	5.00	7.00	9.00
All Hallow's Eve	R	15.00	22.00	28.00
Angelic Voices	R	3.00	5.00	7.00
Angus Mackenzie	R	8.00	9.00	11.00
Arboria	U	3.00	4.00	5.00
Arcades Sabboth	R	6.00	8.00	13.00
Arena of the Ancients	R	2.00	3.00	5.00
Axelrod Gunnarson	R	3.00	5.00	9.00
Ayesha Tanaka	R	3.00	4.00	7.00
Bartel Runeaxe	R	5.00	7.00	11.00
Boris Devilboon	R	4.00	6.00	8.00
Bronze Horse	R	3.00	4.00	5.00
Carmen Ants	R	3.00	5.00	8.00
Caverns of Despair	R	3.00	4.00	8.00
Chain Lightning	C	3.00	5.00	6.00
Chains of Mephistopheles	R	15.00	20.00	25.00
Chromium	R	6.00	9.00	12.00
Cleanse	R	7.00	9.00	12.00
Concordant Crossroads	R	4.00	6.00	8.00
Cosmic Horror	R	4.00	5.00	8.00
Crimson Manticore	R	2.50	3.50	8.00
Daskon Blackblade	R	3.00	6.00	9.00
Disharmony	R	4.50	6.00	8.00
Divine Intervention	R	5.00	7.00	9.00
Divine Transformation	R	3.00	4.00	7.00
Dream Coat	U	3.00	4.00	5.00
Elder Land Wurm	R	4.00	5.00	8.50
Elder Spawn	R	2.50	4.00	6.00
Elven Riders	R	3.00	4.00	5.00
Eureka	R	15.00	22.00	30.00
Falling Star	R	5.00	8.00	10.00
Field of Dreams	R	9.00	11.00	14.00
Firestorm Phoenix	R	8.00	10.00	16.00
Firsthought Amulet	R	3.00	4.00	6.00
Gabriel Angelfire	R	4.00	6.00	8.00
Gauntlets of Chaos	R	6.00	8.00	10.00
Gosta Dirk	R	3.00	4.50	8.00

STRANGE BREW

CARROT TOP

We don't know if it's the really short dress, the luscious lips or the fact that Sarah Michelle Gellar is playing her in the movie. All we know is that we'd cut off both our pinkies to have a go with ol' "Dangerprone Daphne" in the back of the Mystery Machine—minus the stoned dog and slacker. What? You don't believe Shag and Scoob are smokin' something that makes them munch everything in sight? The next time you watch an old episode, check out where the smoke comes from every time the van takes off; it sure ain't the tailpipe.



MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

ARTIFACT BLACK BLUE GOLD GREEN RED WHITE LAND

PRICE DATA WENT UP | WENT DOWN | HEAVY TRADING | NEW SET

Gravity Sphere	R	6.00	9.00	12.00
Greater Realm	U	3.00	4.00	5.00
Greed	R	3.00	5.00	7.00
Gwendlyn Di Corci	R	7.00	10.00	15.00
Halfdane	R	5.00	7.00	9.00
Hammerheim	U	2.50	3.50	4.50
Hazezon Tamar	R	3.00	5.00	10.00
Hell's Caretaker	R	4.00	6.00	9.00
Hellfire	R	7.00	10.00	13.00
Horn of Deafening	R	2.50	3.50	8.00
Imprison	R	3.00	6.00	8.00
In the Eye of Chaos	R	4.00	6.00	9.00
Infernal Medusa	U	3.00	4.00	5.00
Infinite Authority	R	3.00	4.50	8.00
Invoke Prejudice	R	6.00	10.00	14.00
Jacques le Vert	R	6.00	9.00	12.00
Johan	R	4.00	6.00	10.00
Jovial Evil	R	7.00	9.00	12.00
Juxtapose	R	3.00	5.00	8.00
[illegible]	U	2.50	3.50	4.50
Kei Takahashi	R	3.00	5.00	8.00
Killer Bees	R	5.00	7.00	9.00
Knowledge Vault	R	5.00	7.00	10.00
Kobold Drill Sergeant	U	5.00	7.00	8.00
Kobold Overlord	R	8.00	11.00	14.00
Kobold Taskmaster	U	4.50	6.00	10.00
Lady Caleria	R	4.00	6.00	9.00
Lady Evangela	R	5.00	6.00	8.00
Land Equilibrium	R	8.00	11.00	14.00
Land Tax	U	3.00	5.00	7.00
Land's Edge	R	4.00	5.00	8.00
Life Chisel	U	3.00	4.00	5.00
Life Matrix	R	4.00	6.00	8.00
Lifeblood	R	4.50	6.00	8.00
Living Plane	R	5.00	9.00	12.00
Livonya Silone	R	5.00	7.00	10.00
Mana Drain	U	25.00	35.00	50.00
Mana Matrix	R	4.00	6.00	8.00
Master of the Hunt	R	7.00	10.00	15.00
Mirror Universe	R	40.00	50.00	70.00
Moat	R	35.00	48.00	60.00
Mold Demon	R	3.00	5.00	8.00
Nebuchadnezzar	R	4.00	5.00	8.00
Nether Void	R	27.00	37.00	55.00
[illegible]	R	8.00	11.00	15.00
North Star	R	4.00	6.00	8.00
Nova Pentacle	R	4.50	6.00	12.00
Palladia-Mors	R	7.00	9.00	13.00
Pendelhaven	U	3.00	4.00	5.00
Petra Sphinx	R	3.00	4.00	6.00
Pixie Queen	R	4.00	5.00	8.00
Planar Gate	R	5.00	8.00	11.00
Presence of the Master	U	3.00	4.00	5.00
Psionic Entity	R	3.00	4.00	6.00
Quarum Trench Gnomes	R	5.00	7.00	9.00
Ragnar	R	3.00	4.00	8.00
Ramses Overdark	R	5.00	7.00	12.00
Rapid Fire	R	3.00	4.00	8.00
Rasputin Dreamweaver	R	4.00	6.00	8.00
Rebirth	R	3.00	4.00	5.00
Recall	R	4.00	6.00	8.00
Reset	U	3.00	4.00	5.00
Revelation	R	3.00	4.00	7.00
Reverberation	R	3.00	6.00	9.00
Ring of Immortals	R	5.00	7.00	10.00
Rohgahh of Kher Keep	R	6.00	8.00	10.00
Rubinia Soulsinger	R	4.50	6.00	10.00
Sentinel	R	3.00	4.50	6.00
Serpent Generator	R	4.00	5.00	8.00
Sol'kanar Swamp King	R	5.00	8.00	11.00
Spectral Cloak	U	3.00	4.00	5.00
Spinal Villain	R	4.00	7.00	10.00
Spirit Link	U	3.00	4.00	5.00
Spiritual Sanctuary	R	5.00	7.00	10.00
Stangg	R	3.00	4.50	8.00
Storm Seeker	U	2.00	3.00	4.50
Storm World	R	3.00	5.00	7.00
Sword of the Ages	R	10.00	15.00	20.00
Sylvan Library	U	4.00	5.00	6.00
Telekinesis	R	4.00	6.00	8.00
Teleport	R	3.00	5.00	8.00
Tempest Efreet	R	2.50	3.50	5.00
Tetsuo Umezawa	R	8.00	11.00	14.00
The Abyss	R	35.00	50.00	65.00
The Tabernacle at P V	R	16.00	21.00	27.00
The Wretched	R	3.00	5.00	9.00
Thunder Spirit	R	12.00	18.00	28.00
Time Elemental	R	4.00	8.00	10.00
Tolaria	U	2.00	4.00	5.00
Triassic Egg	R	3.00	4.00	8.00
Tukrur Deathlock	R	4.50	6.00	8.00
Typhoon	R	3.00	4.00	8.00
Underworld Dreams	U	15.00	24.00	30.00
Ur-Drago	R	3.00	5.00	8.00
Urborg	U	2.00	3.00	4.00
Vaevictis Asmadi	R	7.00	9.00	12.00
Voodoo Doll	R	3.00	4.00	5.00
Wall of Opposition	R	2.50	3.50	6.00
[illegible] Satyr	R	4.00	5.00	8.00
Winter Blast	R	3.00	4.00	6.00
Wood Elemental	R	3.00	4.00	6.00
Xira Arien	R	3.00	4.50	8.00

THE DARK

WIZARDS OF THE COAST-1994

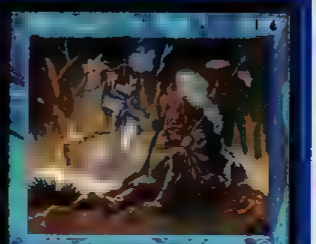
Full Set (119 cards)	100.00	120.00	140.00
Booster Pack (8 cards)	7.00	8.00	10.00
Booster Box (60 packs)	280.00	305.00	320.00
Unlisted Uncommons	1.00	2.00	3.00
Unlisted Commons	.25	.50	.75

Apprentice Wizard	R	1.00	2.00	3.00
Ball Lightning	R	7.00	11.00	17.00
Barl's Cage	R	2.50	3.50	4.50
Blood Moon	R	1.50	4.00	6.00
City of Shadows	R	2.00	3.00	4.00
Cleansing	R	1.50	2.50	4.50
Dance of Many	R	2.50	3.50	4.50
Eternal Flame	R	3.00	4.00	5.00
Exorcist	R	3.00	4.00	6.00
Frankenstein's Monster	R	3.00	4.00	6.00
Goblin Wizard	R	4.00	6.00	7.00
Grave Robbers	R	1.00	2.00	4.50
[illegible]	R	2.00	3.00	4.00
Inferno	R	1.50	2.50	5.00
Knights of Thorn	R	1.50	3.00	4.50
Leviathan	R	2.50	3.50	5.00
Lurker	R	1.50	2.50	5.00
Mana Clash	R	1.50	2.50	3.50
Mana Vortex	R	1.00	2.00	3.00
Martyr's Cry	R	1.00	2.00	4.00
Maze of Ith	U	6.00	9.00	11.00
Merfolk Assassin	U	2.00	3.00	5.00
Mind Bomb	R	1.00	2.00	3.00
Nameless Race	R	1.50	2.50	4.50
Niall Silvain	R	1.00	2.00	3.00
Preacher	R	4.00	6.00	8.00
Rag Man	R	1.00	2.00	3.00
Safe Haven	R	3.00	4.00	5.00
Scarwood Bandits	R	1.50	2.50	4.00
Season of the Witch	R	1.50	2.50	4.00
Sorrow's Path	R	1.50	2.50	3.50
Stone Calendar	R	3.00	4.00	5.00
Tracker	R	2.00	3.00	4.00
War Barge	U	1.50	3.00	4.00
Witch Hunter	R	1.50	2.50	4.00
Worms of the Earth	R	1.50	2.50	4.00
Wormwood Treefolk	R	1.50	2.50	3.50

UP YOUR SLEEVE

READY AURA NOT

Control freak? Here's the card for you. Say your opponent's got a tapper in play and Kirtar's Desire holding back one of your beasts. He'll likely tap another creature before you attack, so just move the Desire onto a creature of his and bust out with the newly-freed critter. Pop an Armadillo Cloak onto your blocker during an attack for supreme card advantage. Or steal a creature with Chamber Of Manipulation, then move it to another land of yours and do it again! Play fair? Ha!



Move target enchantment that's enchanting a permanent to another permanent it can enchant. Gain control of that enchantment. *(This effect doesn't end at end of turn.)*

"It's not really stealing. It's more like extended borrowing."

FALLEN EMPIRES

WIZARDS OF THE COAST-1994

Full Set (187 cards)	30.00	40.00	45.00
Booster Pack (8 cards)	.75	1.50	1.50
Booster Box (60 packs)	35.00	40.00	50.00
Unlisted Uncommons	.50	1.00	2.00
Unlisted Commons	.10	.20	.25

Aesthipile	R	1.00	2.00	3.00
Balm of Restoration	R	.75	1.00	1.50
Bottomless Vault	R	.75	1.00	1.50
Breeding Pit	U	1.00	1.50	2.50
Conch Horn	R	.75	1.00	2.00
Delif's Cube	R	.75	1.00	2.00
Derelor	R	2.00	3.00	4.00
Draconian Cylix	R	.75	1.00	1.50
Dwarven Armorer	R	.75	1.00	1.50
Dwarven Hold	R	1.00	2.00	3.00
Ebon Praetor	R	1.00	2.00	3.00
Elven Lyre	R	.75	1.00	1.50
Elvish Farmer	R	1.50	2.00	2.50
Fungal Bloom	R	1.00	2.00	3.00
Goblin Flotilla	R	.75	1.00	1.50
Goblin Warrens	R	.75	1.00	1.50
Hand of Justice	R	1.00	2.00	3.00
Hollow Trees	R	.75	1.00	1.50
Homarid Shaman	R	.75	1.00	1.50
Icatian Lieutenant	R	.75	1.00	1.50
Icatian Skirmishers	R	.75	1.00	1.50
Icatian Store	R	1.00	2.00	3.00
Icatian Town	R	.75	1.00	1.50
Implements of Sacrifice	R	.75	1.00	1.50
Orgg	R	2.00	3.00	4.00
Rainbow Vale	R	1.50	2.50	3.50
Ring of Renewal	R	.75	1.00	1.50
River Merfolk	R	1.00	2.00	3.00

Sand Silos	R	.75	1.00	1.50
Spirit Shield	R	.75	1.00	1.50
Thelon's Curse	R	.50	.75	1.00
Thelonite Monk	R	1.00	2.00	3.00
Thrull Champion	R	1.50	2.50	3.50
Tourach's Gate	R	.75	1.00	1.50
Vodalian Knights	R	1.00	2.00	3.00
Vodalian War Machine	R	1.00	2.00	3.00
Zelyon Sword	R	1.00	2.00	3.00

ICE AGE

WIZARDS OF THE COAST-1995

Full Set (383 cards)	170.00	180.00	200.00
Booster Pack (15 cards)	3.00	4.00	5.00
Booster Box (36 packs)	100.00	110.00	140.00
Starter Deck (60 cards)	9.00	10.00	12.00
Starter Box (10 decks)	90.00	100.00	120.00
Unlisted Uncommons	.50	.75	1.00
Unlisted Commons	.10	.25	.35

Abyssal Specter	U	1.00	1.50	2.50
Anarchic Weather	R	3.00	5.00	7.00
Aegis of the Meek	R	1.50	2.00	3.00
Altar of Bone	R	1.50	2.00	3.00
Amulet of Quoz	R	1.50	2.00	3.00
Anarchy	U	1.00	1.50	2.50
Balduvian Hydra	R	1.50	2.50	3.50
Blinking Spirit	R	3.00	4.00	5.00
Blizzard	R	1.00	2.00	3.00
Brand of Ill Omen	R	1.50	2.00	3.00
Brushland	R	3.00	4.00	5.00
Call to Arms	R	1.00	2.00	3.00
Caribou Range	R	1.50	2.50	3.50
Celestial Sword	R	1.50	2.00	3.00
Chaos Lord	R	1.50	2.00	3.00
Chaos Moon	R	1.00	2.00	3.00
Chromatic Armor	R	1.50	2.00	3.00
Crown of the Ages	R	1.50	2.50	3.50
Curse of Marit Lage	R	1.50	2.00	3.00
Deflection	R	3.00	4.00	5.00
Demonic Consultation	U	.75	1.50	2.00
Despotic Scepter	R	1.50	2.50	3.50
Dread Wight	R	1.00	2.00	3.00
Dwarven Armory	R	1.50	2.50	4.00
Earthlink	R	1.00	2.00	3.00
Elder Druid	R	1.50	2.50	3.50
Elemental Augury	R	1.50	2.00	3.00
Elkin Bottle	R	1.50	2.50	3.50
Enduring Renewal	R	2.50	4.50	8.00
Energy Storm	R	1.00	2.00	3.00
Fiery Justice	R	1.50	2.00	3.00
Flooded Woodlands	R	1.50	2.00	3.00
Flow of Maggots	R	1.50	2.00	3.00
Forbidden Lore	R	1.50	2.00	3.00
Formation	R	1.00	2.00	3.00
Freyalise's Winds	R	1.50	2.00	3.00
Fyndhorn Pollen	R	1.50	2.00	3.00
Game of Chaos	R	1.50	2.00	3.00
General Jarkeld	R	1.50	2.00	3.00
Ghostly Flame	R	1.00	2.00	3.00
Glacial Crevasses	R	1.50	2.00	3.00
Glaciers	R	1.50	2.00	3.00
Goblin Lyre	R	1.00	2.00	3.00
Gravebind	R	1.00	2.00	3.00
Halls of Mist	R	1.00	2.00	3.00
Hecatomb	R	2.50	3.50	4.50
Hot Springs	R	1.50	2.00	3.00
Ice Cauldron	R	2.00	3.00	4.00
Icy Manipulator	U	3.00	5.00	7.00
Icy Prison	R	1.50	2.00	3.00
Illusionary Presence	R	1.50	2.00	3.00
Illusions of Grandeur	R	5.00	7.00	8.00
Infernal Darkness	R	2.00	3.00	4.00
Infernal Denizen	R	1.50	2.00	3.00
Infinite Hourglass	R	1.00	2.00	3.00

Jester's Cap	R	3.00	6.00	8.00
Jester's Mask	R	3.00	4.00	5.00
Jokulhaups	R	3.00	4.00	5.00
Karplusan Forest	R	3.00	5.00	7.00
Karplusan Yeti	R	1.50	2.50	3.50
Kjeldoran Knight	R	1.50	2.00	3.00
Kjeldoran Phalanx	R	1.50	2.00	3.00
Kjeldoran Royal Guard	R	1.00	2.00	3.00
Krovikan Vampire	U	1.00	2.00	3.00
Land Cap	R	1.00	2.00	3.00
Lava Tubes	R	1.00	2.00	3.00
Lhurgoyf	R	3.00	4.00	5.00
Lightning Blow	R	1.50	2.00	3.00
Lost Order of Jarkeld	R	1.50	2.00	3.00
Magus of the Unseen	R	1.50	2.50	3.50
Marton Stromgald	R	2.00	3.00	4.00
Mercenaries	R	1.50	2.00	3.00
Meriete Ri Berit	R	1.50	2.50	3.50
Mesmeric Trance	R	1.50	2.00	3.00
Mind Whip	R	1.50	2.00	3.00
Minion of Leshrac	R	2.00	3.00	4.00
Minion of Tevesh Szat	R	2.00	3.00	4.00
Monsoon	R	1.50	2.00	3.00
Mountain Titan	R	1.50	2.00	3.00
Mudslide	R	1.50	2.00	3.00
Musician	R	1.50	2.00	3.00
Mystic Might	R	1.50	2.00	3.00
Naked Singularity	R	2.00	3.00	4.00
Necropotence	R	3.00	4.00	6.00
Oath of Lim-Dul	R	1.50	2.00	3.00
Orcish Librarian	R	1.50	2.50	3.50
Orcish Squatters	R	1.50	2.50	3.50
Order of the S. Torch	R	2.00	3.00	4.00
Pale Bears	R	1.00	2.00	3.00
Pentagram of the Ages	R	1.50	2.50	3.50
Polar Kraken	R	2.50	3.50	4.50
Pox	R	2.00	3.00	4.00
Pygmy Allosaurus	R	1.00	2.00	3.00
Reality Twist	R	1.50	2.50	3.50
Reclamation	R	2.00	3.00	4.00
Ritual of Subdual	R	1.50	2.00	3.00
River Delta	R	1.50	2.00	3.00
Runed Arch	R	1.50	2.00	3.00
Seraph	R	3.00	4.00	5.00
Shyft	R	1.50	2.50	3.50
Sibilant Spirit	R	1.50	2.50	3.50
Skeleton Ship	R	1.00	2.00	3.00
Snow Fortress	R	1.50	2.00	3.00
Snowblind	R	1.50	2.00	3.00
Soldier Golem	R	1.50	2.00	3.00
Spoils of Evil	R	2.00	3.00	4.00
Spoils of War	R	1.50	2.50	4.00
Staff of the Ages	R	1.50	2.00	3.00
Stampede	R	1.50	2.50	3.50
Storm Spirit	R	1.50	2.00	3.00
Stormbind	R	2.50	3.50	4.50
Stromgald Cabal	R	1.00	2.00	3.00
Stunted Growth	R	1.50	2.50	3.50
Sulfurous Springs	R	3.00	5.00	8.00
Swords to Plowshares	U	.75	1.50	2.00
Timberline Ridge	R	1.50	2.00	3.00
Time Bomb	R	1.50	2.50	3.50
Total War	R	1.50	2.00	3.00
Trailblazer	R	2.00	3.00	4.00
Underground River	R	3.00	5.00	7.00
Veldt	R	1.00	2.00	3.00
Vexing Arcanix	R	2.00	3.00	4.00
Vibrating Sphere	R	1.50	2.00	3.00
Wildgo	R	2.50	3.50	4.50
Winter's Chill	R	1.50	2.00	3.00
Wrath of Marit Lage	R	2.00	3.00	4.00
Zur's Weirding	R	2.50	3.50	4.50
Zuran Orb	U	2.00	3.00	4.00

CHRONICLES

WIZARDS OF THE COAST-1995

Full Set (125 cards)	65.00	75.00	85.00
Booster Pack (12 cards)	2.00	2.50	4.00
Booster Box (45 packs)	90.00	100.00	120.00
Unlisted Uncommons	.50	.75	1.00
Unlisted Commons	.10	.20	.25

Akron Legionnaire	R	1.00	2.00	3.00
Aladdin	R	1.50	2.00	3.00
Angelic Voices	R	1.00	2.00	3.00
Arcades Sabboth	R	2.00	3.00	5.00
Arena of the Ancients	R	.75	1.00	1.50
Axelrod Gunnarson	R	1.00	2.00	3.00
Ayesha Tanaka	R	1.00	2.00	3.00
Barl's Cage	R	.75	1.00	1.50
Blood Moon	R	1.00	2.00	3.00
Book of Rass	R	.75	1.00	1.50
Bronze Horse	R	1.50	2.00	3.00
Chromium	R	3.00	4.00	5.00
City of Brass	R	4.00	5.00	6.00
Concordant Crossroads	R	1.50	2.50	4.00
Cyclone	R	.75	1.00	1.50
Oakboro Blackblade	R	2.50	3.50	4.50
Dance of Many	R	1.50	2.00	3.00
Gabriel Angelfire	R	1.00	2.00	3.00
Gauntlets of Chaos	R	1.50	2.00	3.00
Hell's Caretaker	R	1.50	2.50	3.50
Horn of Deafening	R	.75	1.00	1.50
Infinite Authority	R	1.50	2.00	3.00
Jaum Tome	R	1.00	2.00	3.00
Jeweled Bird	R	1.00	2.00	3.00
Johan	R	2.50	3.50	4.50
Juxtapose	R	1.50	2.00	3.00
Land's Edge	R	1.00	2.00	3.00
Nebuchadnezzar	R	2.00	3.00	4.00

MAGIC The Gathering® Price Guide

Nicol Bolas	R	4.00	5.00	6.00
Obelisk of Undoing	R	1.50	2.00	3.00
Palladia-Mors	R	2.00	3.00	4.00
Petra Sphinx	R	1.50	2.50	3.50
Rakalite	R	.75	1.00	1.50
Recall	U	1.00	1.50	2.00
Revelation	R	1.00	2.00	3.00
Rubinia Soulsinger	R	1.00	2.00	3.00
Safe Haven	R	1.50	2.50	3.50
Sentinel	R	1.50	2.00	3.00
Serpent Generator	R	1.00	2.00	3.00
Sol'kanar Swamp King	R	1.50	2.50	3.50
Stangg	R	1.50	2.00	3.00
Teleport	R	1.00	2.00	3.00
The Wretched	R	1.00	2.00	3.00
Triassic Egg	R	.75	1.00	1.50
Vaevictis Asmadi	R	2.00	3.00	4.00
Voodoo Doll	R	.75	1.00	1.50
Xira Arien	R	1.50	2.00	3.00
Yawgmoth Demon	R	1.00	2.00	3.00

HOMELANDS

WIZARDS OF THE COAST-1995

Full Set (115 cards)	40.00	50.00	60.00
Booster Pack (8 cards)	1.50	2.00	3.00
Booster Box (60 packs)	60.00	75.00	100.00
Unlisted Uncommons	.50	.75	1.00
Unlisted Commons	.10	.20	.25

An-Zerrin Ruins	R	.75	1.00	1.50
Anaba Ancestor	R	.75	1.00	1.50
Anaba Spirit Crafter	R	.75	1.00	1.50
Apocalypse Chime	R	.75	1.00	1.50
Autumn Willow	R	3.00	4.00	5.00
Aysen Crusader	R	.75	1.00	1.50
Aysen Highway	R	1.00	2.00	3.00
Baki's Curse	R	.75	1.00	1.50
Baron Sengir	R	3.00	5.00	7.00
Beast Walkers	R	.75	1.00	1.50
Broken Visage	R	.75	1.00	1.50
Chain Stasis	R	.75	1.00	1.50
Didgeridoo	R	.75	1.00	1.50
Dwarven Pony	R	.75	1.00	1.50
Dwarven Sea Clan	R	.75	1.00	1.50
Faerie Noble	R	1.00	1.50	2.00
Feroz's Ban	R	.75	1.00	1.50
Forget	R	.50	.75	1.00
Grandmother Sengir	R	.75	1.00	1.50
Hazduhr the Abbot	R	.75	1.00	1.50
Heart Wolf	R	.75	1.00	1.50
Ironclaw Curse	R	.50	.75	1.00
Koskun Falls	R	1.00	1.50	2.00
Leeches	R	.75	1.00	1.50
Mammoth Harness	R	.75	1.00	1.50
Marjhan	R	.75	1.00	1.50
Mystic Decree	R	1.00	2.00	3.00
Narwhal	R	.75	1.00	1.50
Primal Order	R	.75	1.00	1.50
Reveka, Wizard Savant	R	.75	1.00	1.50
Rysorian Badger	R	1.00	1.50	2.00
Sengir Autocrat	R	1.00	1.50	2.00
Serra Aviary	R	1.00	2.00	3.00
Soraya the Falconer	R	1.00	1.50	2.00
Timmerian Fiends	R	1.00	1.50	2.00
Truce	R	.75	1.00	1.50
Veldrane of Sengir	R	.75	1.00	1.50
Wall of Kelp	R	.50	.75	1.00
Willow Priestess	R	1.00	1.50	2.00
Winter Sky	R	.75	1.00	1.50

ALLIANCES

WIZARDS OF THE COAST-1996

Full Set (144 cards)	90.00	110.00	150.00
Booster Pack (12 cards)	2.50	3.50	5.00
Booster Box (48 packs)	100.00	110.00	140.00
Unlisted Uncommons	.75	1.00	1.50
Unlisted Commons	.10	.25	.35

Ashnod's Cylix	R	1.50	2.50	3.50
Balduvian Horde	R	3.00	4.00	6.00
Balduvian Trading Post	R	1.00	2.00	3.00
Chaos Harlequin	R	1.50	2.50	4.00
Diminishing Returns	R	1.50	2.50	3.50
Dystopia	R	2.00	3.00	4.00
Exile	R	2.50	3.50	5.00
Fatal Lore	R	3.00	4.00	5.00
Floodwater Dam	R	1.00	2.00	3.00
Force of Will	U	7.00	9.00	11.00
Gargantuan Gorilla	R	1.00	2.00	3.00
Gustha's Scepter	R	2.00	3.00	4.00
Heart of Yavimaya	R	2.00	3.00	4.00
Helm of Obedience	R	3.00	4.00	7.00
Ivory Gargoyle	R	1.50	2.50	4.00
Kaysa	R	2.50	3.50	5.00
Keeper of Tresserhorn	R	2.00	3.00	4.00
Kjeldoran Outpost	R	4.00	6.00	8.00
Krovikan Horror	R	2.00	3.00	4.00
Lake of the Dead	R	4.00	6.00	8.00
Library of Lat-Nam	R	1.00	2.00	3.00
Lodestone Bauble	R	1.00	2.00	3.00
Lord of Tresserhorn	R	3.00	4.00	5.00
Misfortune	R	1.50	2.50	3.50
Nature's Wrath	R	1.00	2.00	3.00
Omen of Fire	R	1.00	2.00	3.00
Phantasmal Sphere	R	1.00	2.00	3.00
Pheldagriff	R	1.50	2.50	4.00
Phyrexian Devourer	R	1.50	2.50	3.50

Amulet of Unmaking	R	2.00	3.00	4.00
Ancestral Memories	R	1.50	2.50	3.50
Ashen Powder	R	2.00	3.00	4.00
Asmira, Holy Avenger	R	1.50	2.50	3.50
Auspicious Ancestor	R	2.00	3.00	4.00
Barreling Attack	R	1.50	2.50	3.50
Bazaar of Wonders	R	2.00	3.00	4.00
Benthic Djinn	R	2.00	3.00	4.00
Bone Mask	R	1.50	2.50	3.50
Brushwagg	R	1.00	2.00	3.00
Cadaverous Bloom	R	3.00	4.00	5.00
Canopy Dragon	R	2.00	3.00	4.50
Carrion	R	3.00	4.00	5.00
Catacomb Dragon	R	3.00	4.50	6.00
Celestial Dawn	R	2.00	3.50	5.00
Chaosphere	R	1.00	2.00	3.50
Circle of Despair	R	1.50	2.50	3.50
Crimson Hellkite	R	3.00	4.00	6.00
Cursed Totem	R	2.00	3.00	4.00
Cycle of Life	R	1.00	2.00	3.00
Daring Apprentice	R	2.00	3.00	4.00
Discordant Spirit	R	2.00	3.00	4.00
Dissipate	U	1.00	2.00	3.00
Divine Retribution	R	2.00	3.00	4.00
Early Harvest	R	1.50	2.50	3.50
Emberwilde Caliph	R	2.00	3.00	4.00
Emberwilde Djinn	R	2.00	3.00	4.00
Energy Bolt	R	1.00	2.00	3.00
Energy Vortex	R	2.00	3.00	4.00
Enlightened Tutor	U	2.00	3.00	4.00
Ethereal Champion	R	1.00	2.00	3.00
Final Fortune	R	1.50	2.50	5.00
Fire Diamond	U	.75	1.50	2.00
Flash	R	2.00	3.00	4.00
Forbidden Crypt	R	2.00	3.00	4.00
Forsaken Wastes	R	2.00	3.00	4.00
Frenetic Efreet	R	2.00	3.00	4.00
Grim Feast	R	2.00	3.00	4.00

Razor Pendulum	R	1.00	2.00	3.00
Reckless Embermage	R	2.00	3.00	4.00
Reflect Damage	R	2.00	3.00	4.00
Reparations	R	1.50	2.50	3.50
Rock Basilisk	R	2.00	3.00	4.00
Sacred Mesa	R	2.00	3.00	5.00
Sawback Manticore	R	2.00	3.00	4.00
Seeds of Innocence	R	1.00	2.00	3.00
Shallow Grave	R	2.00	3.00	4.00
Shauku, Endbringer	R	1.50	2.50	3.50
Shimmer	R	2.00	3.00	4.00
Sidar Jabari	R	1.50	2.50	4.00
Sky Diamond	U	.75	1.50	2.00
Soul Echo	R	1.50	2.50	3.50
Spectral Guardian	R	2.00	3.00	4.00
Spirit of the Night	R	4.50	6.50	8.50
Subterranean Spirit	R	2.00	3.00	4.00
Sunweb	R	1.50	2.50	3.50
Tainted Specter	R	2.00	3.00	4.00
Tanwha	R	2.00	3.00	4.00
Teeka's Dragon	R	3.00	4.00	6.00
Teferi's Imp	R	2.00	3.00	4.00
Teferi's Isle	R	3.00	4.00	5.00
Telim'Tor	R	2.00	3.00	4.00
Telim'Tor's Edict	R	2.00	3.00	4.00
Tombstone Stairwell	R	2.00	3.00	4.00
Torrent of Lava	R	2.00	3.00	4.00
Uktabi Wildcats	R	1.50	2.50	4.00
Unfulfilled Desires	R	1.50	2.50	3.50
Ventifact Bottle	R	2.00	3.00	4.00
Volcanic Dragon	R	3.00	4.00	6.00
Waiting in the Weeds	R	1.50	2.50	3.50
Warping Wurm	R	2.00	3.00	4.00
Wellspring	R	1.00	2.00	3.00
Yare	R	1.50	2.50	3.50
Zirilan of the Claw	R	3.00	4.00	5.00
Zuberi, Golden Feather	R	3.00	4.00	5.00

MONEY MAKER

RESTOCK

With so many *Odyssey* cards spilling into your graveyard, sometimes you're going to have to dump good stuff. But with Restock, you don't have to worry about losing your only copy of a kill card or a crucial piece of defense. The card's been seen recently in most domain-based decks, and it's bound to hop a couple of bucks now that the archetype can shine in Standard. Every new combo deck will pack at least one or two if its mana base can support it, too.



Phyrexian Portal	R	2.00	3.00	4.00
Pillage	U	1.00	2.50	3.00
Ritual of the Machine	R	1.50	2.50	3.50
Rogue Skycaptain	R	1.50	2.50	3.50
Royal Decree	R	1.00	2.00	3.00
Sheltered Valley	R	1.00	2.00	3.00
Sol Grail	R	1.00	2.00	3.00
Soldevi Digger	R	2.00	3.00	4.00
Soldevi Excavations	R	1.50	2.50	4.00
Splintering Wind	R	1.00	2.00	3.00
Storm Cauldron	R	1.50	2.50	3.50
Sustaining Spirit	R	1.50	2.50	3.50
Sworn Defender	R	1.00	2.00	3.00
Thawing Glaciers	R	4.00	6.00	8.00
Thought Lash	R	1.00	2.00	3.00
Tidal Control	R	1.50	2.50	3.50
Tornado	R	2.00	3.00	4.00
Urza's Engine	R	1.50	2.50	3.50
Varchild's War-Riders	R	1.00	2.00	3.00
Wandering Mage	R	1.50	2.50	3.50
Whirling Catapult	R	.75	1.00	1.50
Winter's Night	R	1.00	2.00	3.00

MIRAGE

WIZARDS OF THE COAST-1996

Full Set (335 cards)	150.00	180.00	210.00
Booster Pack (15 cards)	3.00	4.00	5.00
Booster Box (36 packs)	85.00	95.00	125.00
Starter Deck (60 cards)	9.00	10.00	12.00
Starter Box (12 decks)	90.00	95.00	110.00
Unlisted Uncommons	.50	.75	1.00
Unlisted Commons	.10	.20	.25

Abyssal Hunter	R	2.00	3.00	4.00
Acidic Dagger	R	2.00	3.00	4.00
Affya Grove	R	1.00	2.00	3.00
Amber Prison	R	1.50	2.50	3.50

Grinning Totem	R	3.00	4.00	5.50
Hakim, Loreweaver	R	2.00	3.00	4.00
Hall of Gemstone	R	2.00	3.00	4.00
Hammer of Bogardan	R	4.00	6.00	8.00
Harbinger of Night	R	2.00	3.00	4.00
Hivis of the Scale	R	2.00	3.00	4.00
Illicit Auction	R	2.00	3.00	4.00
Infernal Contract	R	2.00	3.00	4.00
Jabari's Influence	R	1.50	2.50	3.50
Jungle Patrol	R	1.50	2.50	3.50
Kukemssa Pirates	R	1.50	2.50	3.50
Leering Gargoyle	R	2.00	3.00	4.00
Lion's Eye Diamond	R	2.00	3.00	4.00
Lure of Prey	R	1.50	2.50	3.50
Malignant Growth	R	2.00	3.00	4.00
Mangara's Tome	R	1.50	2.50	3.50
Maro	R	2.00	3.00	5.00
Mindbender Spores	R	1.00	2.00	3.00
Miser's Cage	R	2.00	3.00	4.00
Mist Dragon	R	3.00	4.00	5.50
Natural Balance	R	2.50	3.50	4.50
Null Chamber	R	2.50	3.50	4.50
Paupers' Cage	R	2.00	3.00	4.00
Pearl Dragon	R	1.50	2.50	5.50
Phyrexian Dreadnought	R	3.00	4.00	6.00
Phyrexian Purge	R	2.00	3.00	4.00
Phyrexian Tribute	R	1.50	2.50	3.50
Political Trickery	R	2.00	3.00	4.00
Polymorph	R	1.50	2.50	3.50
Preferred Selection	R	2.00	3.00	4.00
Prismatic Lace	R	1.00	2.00	3.00
Psychic Transfer	R	2.00	3.00	4.00
Purgatory	R	2.00	3.00	4.00
Purraj of Urborg	R	2.00	3.00	4.00
Rashida Scalebane	R	2.00	3.00	4.00
Ravenous Vampire	U	.75	1.50	2.00

VISIONS

WIZARDS OF THE COAST-1997

Full Set (167 cards)	100.00	130.00	150.00
Booster Pack (15 cards)	3.00	3.50	4.50
Booster Box (36 packs)	100.00	110.00	130.00
Unlisted Uncommons	.50	.75	1.00
Unlisted Commons	.10	.20	.25

Aku Djinn	R	2.00	3.00	4.00
Anvil of Bogardan	R	2.00	3.00	4.00
Archangel	R	3.00	5.00	6.00
Bogardan Phoenix	R	1.50	2.50	3.50
Breathstealer's Crypt	R	1.50	2.50	3.50
Chronatog	R	3.00	4.00	5.00
City of Solitude	R	3.00	4.00	6.00
Corrosion	R	1.50	2.50	3.50
Creeping Mold	U	1.00	1.50	2.00
Deserter	R	2.00	3.00	4.00
Diamond Kaleidoscope	R	2.00	3.00	4.00
Elkin Lair	R	1.50	2.50	3.50
Equipoise	R	1.50	2.50	3.50
Eye of Singularity	R	1.50	2.50	3.50
Femeref Enchantress	R	2.00	3.00	4.00
Firestorm Hellkite	R	2.00	3.00	5.00
Flooded Shoreline	R	1.50	2.50	3.50
Forbidden Ritual	R	1.50	2.50	3.50
Griffin Canyon	R	3.00	4.00	5.00
Guiding Spirit	R	1.50	2.50	3.50
Kaervek's Spite	R	2.00	3.00	4.00
Katabatic Winds	R	1.50	2.50	3.50
Kookus	R	1.50	2.50	3.50
Lichenthrope	R	1.50	2.50	3.50
Lightning Cloud	R	1.50	2.50	3.50
Longbow Archer	U	.75	1.50	2.00
Magma Mine	R	1.50	2.50	3.50
Natural Order	R	3.00	4.00	5.00
Necrosavant	R	1.50	2.50	3.50
Ogre Enforcer	R	1.50	2.50	3.50
Phyrexian Marauder	R	3.00	4.00	5.00
Pillar Tombs of Aku	R	2.00	3.00	4.00
Pygmy Hippo	R	2.00	3.00	4.00
Quirion Druid	R	2.00	3.00	4.00
Rainbow Efreet	R	2.00	3.00	4.00
Relentless Assault	R	2.00	3.00	6.00
Retribution of the Meek	R	1.50	2.50	3.50
Righteous War	R	1.50	2.50	3.50
Rowen	R	2.00	3.00	4.00
Sands of Time	R	2.00	3.00	4.00
Snake Basket	R	2.50	3.50	4.50
Squandered Resources	R	2.00	3.00	4.00
Suleiman's Legacy	R	1.50	2.50	3.50
Teferi's Puzzle Box	R	3.00	4.00	5.00
Teferi's Realm	R	2.00	3.00	4.00
Three Wishes	R	2.00	3.00	4.00
Tithe	R	3.00	4.50	6.00
Triangle of War	R	1.50	2.50	3.50
Undiscovered Paradise	R	3.00	4.50	6.00
Vampiric Tutor	R	4.00	6.00	8.00
Washwan Dragon	R	3.00	4.00	5.00
Wand of Denial	R	2.50	3.50	4.50
Zhalfirin Crusader	R	2.00	3.00	4.00

WEATHERLIGHT

WIZARDS OF THE COAST-1997

Full Set (167 cards)	100.00	115.00	135.00
Booster Pack (15 cards)	3.00	3.50	4.00
Booster Box (36 packs)	90.00	100.00	110.00
Unlisted Uncommons	.50	.75	1.00
Unlisted Commons	.10	.20	.25

MAGIC DATA C=COMMON U=UNCOMMON R=RARE

ARTIFACT BLACK BLUE GOLD GREEN RED WHITE LAND

PRICE DATA WENT UP | WENT DOWN | HEAVY TRADING | NEW SET

Abeyance	R	3.00	4.00	6.00
Aboroth	R	2.00	3.00	4.00
Alabaster Dragon	R	3.00	4.50	6.00
Ancestral Knowledge	R	2.00	3.00	4.00
Anizus	R	1.50	2.50	3.50
Bone Dancer	R	2.00	3.00	4.00
Bosium Strip	R	2.00	3.00	4.00
Bubble Matrix	R	1.50	2.50	3.50
Buried Alive	U	2.00	4.00	5.00
Call of the Wild	R	2.00	3.00	4.00
Debt of Loyalty	R	2.00	3.00	4.50
Dense Foliage	R	2.50	3.50	4.50
Doomsday	R	2.00	3.00	4.00
Dwarven Thaumaturgist	R	1.50	2.50	3.50
Ertai's Familiar	R	2.00	3.00	4.00
Fervor	R	2.00	3.00	4.00
Firestorm	R	2.00	3.00	4.00
Fungus Elemental	R	2.50	3.50	4.50
Gaea's Blessing	U	1.50	3.00	4.00
Gallowbraid	R	2.00	3.00	4.00
[illegible]	U	1.50	3.00	4.00
Goblin Bomb	R	2.50	3.50	4.50
Heart of Bogardan	R	2.00	3.00	4.00
Heat Stroke	R	2.00	3.00	4.00
Infernal Tribute	R	2.00	3.00	4.00
Inner Sanctum	R	2.00	3.00	4.00
Liege of the Hollows	R	2.00	3.00	4.00
Lotus Vale	R	4.00	6.00	8.00
Mana Web	R	2.00	3.00	4.00
Maraxus of Keld	R	2.00	3.00	4.00
Marinfen	R	2.00	3.00	4.00
Mwonvuli Ooze	R	1.50	2.50	4.00
Nature's Resurgence	R	2.00	3.00	4.00
Null Rod	R	3.00	4.00	5.00
Paradigm Shift	R	1.50	2.50	3.50
Peacekeeper	R	2.00	3.00	4.00
Pendrell Mists	R	2.50	3.50	4.50
Psychic Vortex	R	1.50	2.50	3.50
Scorched Ruins	R	2.00	3.00	4.00
Serenity	R	2.50	3.50	4.50
Southern Paladin	R	2.00	3.00	4.00
Tariff	R	2.50	3.50	4.50
Thran Tome	R	2.00	3.00	4.00
Thundermare	R	3.00	4.00	6.00
Tolarian Entrancer	R	2.00	3.00	4.00
Tolarian Serpent	R	2.00	3.00	4.00
Tranquil Grove	R	1.50	2.50	3.50
Urborg Justice	R	2.00	3.00	4.00
Urborg Stalker	R	2.00	3.00	4.00
Wave of Terror	R	2.00	3.00	4.00
Well of Knowledge	R	2.00	3.00	4.00
Winding Canyon	R	2.00	3.00	4.00
Xanthic Statue	R	2.00	3.00	4.00

TEMPEST

WIZARDS OF THE COAST-1997

Full Set (335 cards)	185.00	195.00	210.00
Booster Pack (15 cards)	2.50	3.00	3.50
Booster Box (36 packs)	90.00	100.00	115.00
Starter Deck (60 cards)	8.00	9.00	10.00
Starter Box (12 decks)	85.00	90.00	100.00
Unlisted Uncommons	.50	.75	1.00
Unlisted Commons	.10	.20	.25

Altar of Dementia	R	2.00	4.00	5.00
Aluren	R	3.00	5.00	7.00
Apocalypse	R	1.50	2.50	4.50
Auratog	R	1.50	2.50	3.50
Avenging Angel	R	2.50	3.50	5.00
Bellowing Fiend	R	1.50	2.50	3.50
Benthic Behemoth	R	2.00	3.00	4.00
Boil	U	.75	1.50	2.00
Booby Trap	R	2.00	3.00	4.00
Bottle Gnomes	U	75	1.50	2.00
Bounty Hunter	R	2.00	3.00	4.50
Caldera Lake	R	2.50	3.50	5.00
Canyon Drake	R	2.00	3.00	4.00
Carnonette	R	2.00	3.00	4.00
Chaotic Goo	R	2.00	3.00	4.00
Coffin Queen	R	3.00	4.00	5.00
Cold Storage	R	1.50	2.50	3.50
Comm. Gowon il-Vec	R	3.00	4.00	6.00
Corpse Dance	R	2.00	3.00	6.50
Crazed Armodon	R	1.50	2.50	3.50
Cursed Scroll	R	9.00	14.00	17.00
Deadshot	R	2.00	3.00	4.00
Death Pits of Rath	R	2.50	3.50	4.50
Dirtcowl Wurm	R	3.00	4.00	5.00
Dracoplasm	R	2.00	3.00	4.00
Dregs of Sorrow	R	2.00	3.00	4.00
Duplicity	R	2.00	3.00	4.00
Earthcraft	R	2.00	3.00	4.00
Echo Chamber	R	2.00	3.00	4.00
Eladamri, Lord of Leaves	R	3.00	4.00	5.00
Eladamri's Vineyard	R	3.00	4.00	6.00
Elven Warhounds	R	1.50	2.50	3.50
Emerald Medallion	R	2.50	3.50	4.50
Emmessi Tome	R	2.00	3.00	4.00
Energizer	R	2.00	3.00	4.00
Ertai's Meddling	R	2.00	3.00	4.00
Escaped Shapeshifter	R	2.00	3.00	4.00
Extinction	R	2.00	3.00	4.00
Fevered Convulsions	R	2.00	3.00	4.00
Field of Souls	R	2.00	3.00	4.00
Flowstone Sculpture	R	2.50	3.50	4.50
Flowstone Wyvern	R	2.00	3.00	4.00
Fool's Tome	R	2.00	3.00	4.00
Fugitive Druid	R	2.50	3.50	4.50
Furnace of Rath	R	2.00	4.00	5.00
Gerrard's Battle Cry	R	2.00	3.00	5.00
Grindstone	R	4.50	6.00	8.00
Hand to Hand	R	1.50	2.50	3.50
Hanna's Custody	R	2.00	3.00	5.00
Heartwood Giant	R	2.00	3.00	4.00
Heirs of Possession	R	3.00	4.00	5.00
Humility	R	3.00	4.00	5.50
Intuition	R	2.50	4.00	8.00
Jet Medallion	R	2.00	4.00	5.00
Jinxed Idol	R	1.50	2.50	3.50
Kezzerdrix	R	2.00	3.00	4.00
Living Death	R	4.00	5.00	8.00
Lobotomy	U	.75	1.50	2.00
Maddening Imp	R	1.50	2.50	3.50
Magmasaur	R	1.50	2.50	3.50
Magnetic Web	R	2.00	3.00	4.00
Mana Severance	R	1.50	2.50	4.50
Marble Titan	R	1.50	2.50	3.50
Mawcor	R	2.00	3.00	4.00
Meditate	R	2.50	3.50	4.50
Minion of the Wastes	R	3.00	4.00	5.00
Mirri's Guile	R	1.50	2.50	3.50
Mongrel Pack	R	2.00	3.00	4.00
Nature's Revolt	R	2.50	3.50	4.50
No Quarter	R	1.50	2.50	3.50
Oracle en-Vec	R	1.50	2.50	3.50
Orim, Samite Healer	R	2.50	3.50	4.50
Overrun	U	2.00	2.50	3.00
Pallimud	R	1.50	2.50	3.50
Pearl Medallion	R	2.00	3.00	4.00
Pegasus Refuge	R	1.50	2.50	3.50
Phyrexian Grimoire	R	1.50	2.50	3.50
Pine Barrens	R	2.50	3.50	5.50
Precognition	R	1.50	2.50	3.50
Rath Dragon	R	3.00	4.00	6.00
Recycle	R	2.00	3.00	4.00
Reflecting Pool	R	5.00	6.00	8.00
Root Maze	R	1.50	2.50	3.50
Rootwater Matriarch	R	1.50	2.50	4.00

Starter Box (12 decks)	90.00	100.00	110.00
Unlisted Uncommons	.50	.75	1.00
Unlisted Commons	.10	.20	.25

Amok	R	1.50	2.50	3.50
Awakening	R	2.00	3.00	4.00
Burgeoning	R	2.00	3.00	4.00
Carnassid	R	2.00	3.00	4.00
Crovax the Cursed	R	2.00	3.00	4.00
Crystalline Sliver	U	2.00	4.00	5.00
Dream Halls	R	2.00	3.00	4.00
Ensnaring Bridge	R	3.00	4.00	5.00
Evacuation	R	2.00	3.00	4.00
Flowstone Mauler	R	1.50	2.50	3.50
Grave Pact	R	3.00	4.00	6.00
Hermit Druid	R	2.00	3.00	4.00
Hidden Retreat	R	1.50	2.50	3.50
Horn of Greed	R	3.00	4.00	5.00
Intruder Alarm	R	1.50	2.50	3.50
Invasion Plans	R	2.00	3.00	4.00
Jinxed Ring	R	2.50	3.50	4.50
Megrim	U	2.00	3.00	4.00
Mindwarper	R	1.50	2.50	3.50
Mogg Infestation	R	2.50	3.50	4.50
Mortuary	R	2.00	3.00	4.00
Mox Diamond	R	8.00	12.00	18.00
Portcullis	R	1.50	2.50	4.00
Pursuit of Knowledge	R	2.00	3.00	4.00
Reins of Power	R	1.50	2.50	3.50
Revenant	R	2.00	3.00	4.00
Rolling Stones	R	2.00	3.00	4.00
Ruination	R	2.00	3.00	4.00
Sacred Ground	R	2.50	3.50	4.50
Shaman en-Kor	R	1.50	2.50	3.50
Shard Phoenix	R	3.00	4.00	5.00
Silver Wyvern	R	1.50	2.50	4.00
Skeleton Scavengers	R	1.50	2.50	3.50
Silver Queen	R	8.00	14.00	18.00

Limited Resources	R	2.00	3.00	4.00
Manabond	R	2.50	3.50	4.50
Memory Crystal	R	2.00	3.00	4.50
Mind Over Matter	R	2.00	4.00	5.00
Mindless Automaton	R	1.50	2.50	4.00
Mirri, Cat Warrior	R	2.00	4.00	5.00
Monstrous Hound	R	2.00	3.00	4.00
Null Brooch	R	2.00	3.00	4.00
Oath of Druids	R	5.00	7.00	9.00
Oath of Ghouls	R	1.50	2.50	3.50
Oath of Leges	R	1.50	2.50	3.50
Oath of Mages	R	1.50	2.50	3.50
Oath of Scholars	R	1.50	2.50	3.50
Ogre Shaman	R	1.50	2.50	3.50
Paladin en-Vec	R	3.00	4.00	6.00
Pandemonium	R	4.00	5.00	6.00
Pit Spawn	R	3.00	4.00	5.00
Plaguebearer	R	2.00	3.00	4.00
Ravenous Baboons	R	1.50	2.50	3.50
Recurring Nightmare	R	4.00	6.00	8.00
Seismic Assault	R	3.00	4.00	5.00
Skyshroud War Beast	R	2.00	3.00	4.00
Sphere of Resistance	R	2.00	3.00	5.00
Spike Hatcher	R	1.50	2.50	4.00
Spike Weaver	R	3.00	4.00	5.00
Survival of the Fittest	R	3.00	5.00	7.00
Thalakos Drifters	R	1.50	2.50	4.00
Thopter Squadron	R	1.50	2.50	3.50
Volrath's Dungeon	R	1.50	2.50	3.50
Wall of Nets	R	1.50	2.50	3.50
Workhorse	R	1.50	2.50	3.50

URZA'S SAGA

WIZARDS OF THE COAST-1998

Full Set (350 cards)	190.00	200.00	215.00
Booster Pack (15 cards)	2.50	3.50	4.00
Booster Box (36 packs)	90.00	100.00	115.00
Starter Deck (75 cards)	9.00	10.00	11.00
Starter Box (12 decks)	90.00	100.00	110.00
[illegible]	.50	.75	1.00
Unlisted Commons	.10	.20	.25

Abundance	R	2.00	3.00	4.50
Abyssal Horror	R	1.50	2.50	3.50
Albino Troll	U	.75	1.50	2.00
Angelic Chorus	R	5.00	7.00	9.00
Antagonism	R	1.50	2.50	3.50
Argothian Enchantress	R	2.50	4.00	6.00
Argothian Wurm	R	3.00	4.00	5.00
Attunement	R	2.00	3.00	4.00
Back to Basics	R	2.00	3.00	4.00
Barrin, Master Wizard	R	1.50	2.50	4.00
Barrin's Codex	R	1.50	2.50	4.00
Bedlam	R	1.50	2.50	3.50
Brand	R	1.50	2.50	3.50
Bulwark	R	1.50	2.50	3.50
Catastrophe	R	3.00	4.00	6.00
Child of Gaea	R	3.00	4.50	6.00
Chimeric Staff	R	2.00	4.00	6.00
Citanul Centaurs	R	2.00	3.00	5.00
Citanul Flute	R	1.50	2.50	4.00
Citanul Hierophants	R	1.50	2.50	4.00
[illegible]	R	1.50	2.50	4.00
Copper Gnomes	R	1.50	2.50	3.50
Crater Hellion	R	2.00	3.00	5.00
Dark Hatchling	R	1.50	2.50	4.00
Darkest Hour	R	1.50	2.50	4.00
Discordant Dirge	R	1.50	2.50	3.50
Drifting Djinn	R	2.00	3.00	4.00
Eastern Paladin	R	2.00	3.00	4.50
Electryte	R	1.50	2.50	4.00
Elite Archers	R	1.50	2.50	4.00
Endless Wurm	R	2.50	4.00	5.00
Energy Field	R	3.00	4.00	5.00
Exploration	R	3.00	6.00	8.00
Faith Healer	R	1.50	2.50	4.00
Fault Line	R	1.50	2.50	4.00
Fluctuator	R	2.00	3.00	4.00
Gaea's Cradle	R	8.00	12.00	16.00
Gaea's Embrace	R	1.00	2.00	2.50
Gamble	R	2.50	3.50	4.50
Gilded Drake	R	1.50	2.50	4.00
Glorious Anthem	R	3.00	5.00	8.00
Grafted Skullcap	R	2.00	3.00	4.00
Great Whale	R	2.00	3.00	4.50
Greater Good	R	1.50	2.50	4.00
Greener Pastures	R	1.50	2.50	4.00
Herald of Serra	R	3.00	4.00	5.00
Hidden Herd	R	1.50	2.50	3.50
Hidden Predators	R	1.50	2.50	3.50
Hidden Stag	R	1.50	2.50	3.50
Ill-Gotten Gains	R	1.50	2.50	3.50
Imaginary Pet	R	1.50	2.50	3.50
Intrepid Hero	R	2.00	3.00	4.00
Karn, Silver Golem	R	2.50	4.00	5.00
Lifeline	R	4.00	6.00	8.00
Lightning Dragon	R	4.00	5.00	8.00
Lotus Blossom	R	3.00	4.00	5.00
Lurking Evil	R	1.50	2.50	3.50
Metrognome	R	1.50	2.50	3.50
Midsummer Revel	R	1.50	2.50	3.50
Mishra's Helix	R	3.00	4.00	5.00
Morphling	R	9.00	13.00	17.00
Noetic Scales	R	1.50	2.50	4.00
Okk	R	1.50	2.50	3.50
Opal Archangel	R	3.00	4.00	5.00
Opal Titan	R	1.50	2.50	4.00
Oppression	R	1.50	2.50	4.00
Pariah	R	3.00	4.00	5.00
Persecute	R	3.00	4.00	5.00

STRANGE BREW

BIRD IN THE HAND

Why do women think this is funny? Sure, "kick 'em in the nuts" is a sound defense if you're being mugged, but why do they go for the family jewels every time they mix it up with a guy? That's the dirtiest fighting there is! Like Eddie Murphy said, "you only have to graze nuts." So the next time you're out without your cup and some chick thinks it'd be funny to smash your little general, there's one thing to do: Run away. Remember, a man thinks with his "twig and berries," and a mind is a terrible thing to waste.



Rootwater Shaman	R	1.50	2.50	3.50
Ruby Medallion	R	2.00	3.00	4.00
Sacred Guide	R	1.50	2.50	3.50
Safeguard	R	1.50	2.50	3.50
Salt Flats	R	3.00	4.00	5.00
Sapphire Medallion	R	3.00	4.00	5.00
Sarcomancy	R	2.50	3.50	4.50
Scabland	R	2.50	3.50	5.00
Scalding Tongs	R	1.50	2.50	3.50
Scorched Earth	R	2.00	3.00	4.00
Scroll Rack	R	3.00	4.00	5.00
Selenia, Dark Angel	R	4.00	5.00	8.00
Shocker	R	2.50	3.50	5.00
Skyshroud Forest	R	2.50	3.50	5.00
Soltari Emissary	R	1.50	2.50	3.50
Soltari Guerrillas	R	1.50	2.50	3.50
Spirit Mirror	R	1.50	2.50	3.50
Stanke of Rath	R	1.50	2.50	3.50
Static Orb	R	4.00	7.00	9.00
Thumbscrews	R	1.50	2.50	3.50
Time Warp	R	4.00	6.00	10.00
Tooth and Claw	R	1.50	2.50	3.50
Torture Chamber	R	1.50	2.50	3.50
Tradewind Rider	R	4.00	6.00	8.00
Unstable Shapeshifter	R	2.00	3.00	4.50
Verdant Force	R	5.00	8.00	10.00
Vhati il-Dal	R	2.50	3.50	4.50
Wasteland	U	2.00	3.00	4.00
Whim of Volrath	R	2.00	3.00	4.00
Winds of Rath	R	2.00	3.00	4.00
Wood Sage	R	1.50	2.50	3.50

STRONGHOLD

WIZARDS OF THE COAST-1998

Full Set (143 cards)	110.00	120.00	140.00
Booster Pack (15 cards)	2.50	3.00	3.50
Booster Box (36 packs)	90.00	100.00	110.00

Soltari Champion	R	2.00	3.00	4.00
Spike Breeder	R	2.00	3.00	4.00
Spitting Hydra	R	1.50	2.50	3.50
Stronghold Assassin	R	2.00	3.00	4.00
Sword of the Chosen	R	2.00	3.00	4.00
Thalakos Deceiver	R	2.00	3.00	4.00
Verdant Touch	R	1.50	2.50	3.50
Volrath's Gardens	R	1.50	2.50	3.50
Volrath's Laboratory	R	2.00	3.00	4.00
Volrath's Shapeshifter	R	1.50	3.00	4.00
Volrath's Stronghold	R	2.50	3.50	5.00
Wall of Blossoms	U	.75	1.50	2.00
Warrior Angel	R	3.00	4.00	5.00

EXODUS

WIZARDS OF THE COAST-1998

Full Set (143 cards)	115.00	125.00	140.00
Booster Pack (15 cards)	2.50	3.00	3.50
Booster Box (36 packs)	80.00	90.00	100.00
Starter Box (12 decks)	85.00	95.00	110.00
Unlisted Uncommons	.50	.75	1.00
Unlisted Commons	.10	.20	.25

Cataclysm	R	3.00	4.00	5.00
City of Traitors	R	3.00	4.00	5.00
Coat of Arms	R	8.00	12.00	16.00
Convalescence	R	1.50	2.50	3.50
Dominating Licid	R	3.00	4.00	5.00
Entropic Specter	R	1.50	2.50	4.00
Ephemeron	R	2.00	3.00	4.00
Equilibrium	R	2.50	3.50	4.50
Erratic Portal	R	2.00	3.00	4.00
Ertai, Wizard Adept	R	3.00	5.00	7.00
Exalted Dragon	R	2.00	3.00	4.00
Fighting Chance	R	1.50	2.50	3.50
Forbid	U	1.00	2.00	2.50
Hatred	R	4.00	5.00	7.00

MAGIC The Gathering®

Price Guide

Phyrexian Colossus	R	3.00	4.00	5.00
Phyrexian Processor	R	4.00	5.00	7.00
Phyrexian Tower	R	2.00	3.00	4.00
Planar Birth	R	2.00	3.00	4.00
Purging Scythe	R	1.50	2.50	4.00
Recantation	R	1.50	2.50	3.50
Remembrance	R	2.00	3.00	4.00
Reprocess	R	1.50	2.50	4.00
Rumbling Crescendo	R	1.50	2.50	4.00
Rune of Prot: Lands	R	1.50	2.50	3.50
Scoria Wurm	R	1.50	2.50	4.00
Serra Avatar	R	9.00	14.00	17.00
Serra's Embrace	U	1.00	1.50	2.50
Serra's Liturgy	R	1.50	2.50	3.50
Serra's Sanctum	R	3.00	4.00	5.00
Shivan Gorge	R	2.00	3.00	4.50
Shivan Hellkite	R	4.00	5.00	6.00
Show and Tell	R	1.50	2.50	4.00
Sleeper Agent	R	1.50	2.50	3.50
Smokestack	R	2.00	3.00	4.00
Sneak Attack	R	5.00	7.00	8.00
Somnophore	R	2.00	3.00	4.00
Soul Sculptor	R	1.50	2.50	4.00
Sporogenesis	R	1.50	2.50	4.00
Stroke of Genius	R	4.00	5.00	7.00
Sulfuric Vapors	R	1.50	2.50	4.00
Sunder	R	2.00	3.00	4.50
Tainted Æther	R	1.50	2.50	4.00
Temporal Aperture	R	2.00	3.00	4.50
Thran Quarry	R	3.00	4.00	7.00
Time Spiral	R	3.00	4.00	5.00
Toiaran Academy	R	5.00	7.00	9.00
Umbilicus	R	1.50	2.50	4.00
Vebulid	R	1.50	2.50	3.50
Veiled Crocodile	R	1.50	2.50	3.50
Vernal Bloom	R	3.00	4.00	5.00
Viashino Sandswimmer	R	1.50	2.50	4.00
Voltaic Key	U	1.50	3.00	5.00
Western Paladin	R	2.00	3.00	4.00
Whetstone	R	1.50	2.50	3.50
Whirlwind	R	1.50	2.50	3.50
Wildfire	R	3.00	4.00	5.00
Witch Engine	R	1.50	2.50	3.50
Worship	R	3.00	4.00	7.00
Yawgmoth's Will	R	3.00	4.00	6.00
Zephid	R	1.50	2.50	4.00

URZA'S LEGACY

WIZARDS OF THE COAST-1999

Full Set (143 cards)	115.00	130.00	140.00
Booster Pack (15 cards)	2.50	3.50	4.00
Booster Box (36 packs)	80.00	105.00	120.00
Starter Box (12 decks)	80.00	90.00	100.00
Unlisted Uncommons	.50	.75	1.00
Unlisted Commons	.10	.20	.25
Unlisted FOIL Uncommons	1.50	2.50	5.00
Unlisted FOIL Commons	1.00	1.50	2.00

The median price for unlisted rare FOIL cards is twice that of non-FOIL versions.

Anthroplasm	R	1.50	2.50	3.50
Archivist	R	2.00	3.00	4.00
Avalanche Riders	U	1.00	2.00	3.00
Beast of Burden	R	2.00	3.00	4.00
Blessed Reversal	R	1.50	2.50	3.50
Brink of Madness	R	1.50	2.50	3.50
Crawlspace	R	2.50	3.50	4.50
Damping Engine	R	1.50	2.50	3.50
Defense Grid	R	3.00	4.00	5.00
Defense of the Heart	R	3.00	4.00	5.00
Delusions of Mediocrity	R	2.00	3.00	4.00
Deranged Hermit	R	4.00	6.00	8.00
Deranged Hermit (Foil)	R	12.00	15.00	18.00
Eviscerator	R	1.50	2.50	4.00
Fleeting Image	R	1.50	2.50	4.00
Goblin Welder	R	1.50	2.50	4.00
Grim Monolith	R	4.00	5.00	7.00
Hidden Gibbons	R	1.50	2.50	4.00
Impending Disaster	R	1.50	2.50	4.00
Iron Maiden	R	2.00	3.00	4.00
Karmic Guide	R	2.00	3.00	4.00
Lurking Skirge	R	1.50	2.50	3.50
Memory Jar	R	2.00	3.00	4.00
Might of Oaks	R	4.00	5.00	6.00
Might of Oaks (Foil)	R	13.00	16.00	18.00
Molten Hydra	R	1.50	2.50	3.50
Mother of Runes	U	1.00	2.00	2.50
Mother of Runes (Foil)	U	5.00	7.00	8.00
Multani, Maro-Sorcerer	R	3.00	4.00	6.00
No Mercy	R	3.00	4.00	5.00
Opal Avenger	R	1.50	2.50	3.50
Palinchron	R	3.00	4.00	5.00
Phyrexian Plaguelord	R	2.00	3.00	4.50
Planar Collapse	R	1.50	2.50	4.00
Purify	R	1.50	2.50	3.50
Pyromancy	R	1.50	2.50	4.00
Quicksilver Amulet	R	3.00	4.00	5.00
Radiant, Archangel	R	4.00	5.00	7.00
Radiant, Archangel (Foil)	R	20.00	25.00	30.00
Ring of Gix	R	3.00	4.00	5.50
Rivairy	R	1.50	2.50	4.00
Scrapheap	R	1.50	2.50	4.00
Second Chance	R	2.00	3.00	5.00
Shivan Phoenix	R	2.50	3.50	4.50
Subversion	R	2.50	3.50	4.50
Thran Lens	R	2.00	3.00	5.00
Thran Weaponry	R	1.50	2.50	3.50

UP YOUR SLEEVE

GOTTA HAVE FAITH

As walls go, this one's a brick house. For just one mana, you can snook this eternal blocker in cheaply to ward off nearly any attacker. Just holding a bunch of mana back each turn will make your opponent think twice about sending in his forces. Like its compadres Still Life and Chimeric Idol, the Testament can also get around any non-instant removal. And in a pinch, you can activate it for zero mana to give yourself threshold. Hallelujah!



Tinker	U	.75	1.50	2.00
Treetop Village	U	1.00	1.50	2.00
Urza's Blueprints	R	2.00	3.00	4.00
Weatherseed Treefolk	R	3.00	4.00	5.00
Wheel of Torture	R	1.50	2.50	4.00

URZA'S DESTINY

WIZARDS OF THE COAST-1999

Full Set (350 cards)	115.00	120.00	135.00
Booster Pack (15 cards)	2.50	3.00	3.50
Booster Box (36 packs)	85.00	95.00	110.00
Starter Box (12 decks)	80.00	90.00	100.00
Unlisted Uncommons	.50	.75	1.00
Unlisted Commons	.10	.20	.25
Unlisted FOIL Uncommons	1.50	2.50	5.00
Unlisted FOIL Commons	1.00	1.50	2.00

The median price for unlisted rare FOIL cards is twice that of non-FOIL versions.

Academy Rector	R	2.50	3.50	5.00
Ancient Silverback	R	2.50	3.50	5.00
Apprentice Necromancer	R	1.50	2.50	3.50
Attrition	R	1.50	2.50	4.00
Aura Thief	R	2.00	3.00	4.00
Blizzard Elemental	R	2.00	3.00	4.00
Bloodshot Cyclops	R	1.50	2.50	3.50
Body Snatcher	R	1.50	2.50	4.00
Carnival of Souls	R	1.00	2.00	3.00
Covetous Dragon	R	3.00	4.00	5.00
Donate	R	3.00	4.00	5.00
Elvish Piper	R	4.00	5.00	8.00
Emperor Crocodile	R	2.00	3.00	4.50
False Prophet	R	2.00	3.00	4.00
Flicker	R	1.50	2.50	4.00
Goblin Festival	R	1.50	2.50	3.50
Goblin Marshal	R	2.00	3.00	4.00
Impatience	R	1.00	2.00	3.00
Junk Diver	R	1.50	2.50	3.50
Master Healer	R	1.50	2.50	3.50
Mastiff	R	6.00	9.00	15.00
Mastiff (Foil)	R	20.00	30.00	35.00
Metalworker	R	3.00	4.00	5.00
Opalescence	R	2.00	3.00	5.00
Opposition	R	4.00	8.00	8.00
Pattern of Rebirth	R	2.00	3.00	4.00
Phyrexian Negator	R	3.00	4.00	6.00
Plow Under	R	2.00	3.00	4.00
Powder Keg	R	3.00	4.00	7.00
Rapid Decay	R	1.00	2.00	3.00
Rayne, Acad. Chancellor	R	2.00	3.00	4.00
Repercussion	R	2.50	3.50	4.50
Repiensh	R	3.00	4.00	5.00
Rofellos, Llan. Emissary	R	4.00	5.00	6.00
Scrying Glass	R	1.00	2.00	3.00
Storage Matrix	R	1.50	2.50	3.50
Temporal Adept	R	2.50	3.50	5.00
Tethered Griffin	R	2.00	3.00	4.00
Thorn Elemental	R	3.00	5.00	6.00
Thran Dynamo	U	2.00	3.00	4.00
Thran Golem	R	2.00	3.00	4.00
Treachery	R	3.00	4.00	6.50
Urza's Incubator	R	2.00	3.00	4.00
Wake of Destruction	R	2.00	3.00	4.00
Yavimaya Enchantress	U	1.00	1.50	2.00
Yawmaya Hollow	R	2.50	3.50	4.50
Yawgmoth's Bargain	R	2.50	3.50	6.50

MERCADIAN MASQUES

WIZARDS OF THE COAST-1999

Full Set (350 cards)	200.00	225.00	250.00
Booster Pack (15 cards)	2.50	3.00	3.50
Booster Box (36 packs)	80.00	90.00	110.00

Crackdown	R	2.50	3.50	4.50
Crag Saurian	R	1.00	2.00	3.00
Crooked Scales	R	1.50	2.50	3.50
Crumbling Sanctuary	R	1.50	2.50	4.00
Dawnstrider	R	2.00	3.00	4.50
Deepwood Elder	R	1.50	2.50	4.00
Delirach	R	3.00	4.00	5.00
Distorting Lens	R	2.50	3.50	4.50
Dust Bowl	R	3.00	4.00	6.00
Embargo	R	1.50	2.50	3.50
Erithizon	R	1.00	2.00	3.50
Extortion	R	1.00	2.00	3.00
Extravagant Spirit	R	1.00	2.00	3.50
Eye of Ramos	R	2.50	3.50	4.50
Flailing Manticore	R	1.50	2.50	3.50
Food Chain	R	1.50	2.50	3.50
Forced March	R	2.00	3.00	4.50
Foster	R	1.00	2.00	3.50
Fountain Watch	R	2.50	3.50	4.50
Game Preserve	R	1.00	2.00	3.00
General's Regalia	R	1.00	2.00	3.00
Haunted Crossroads (Foil)	U	4.00	6.00	8.00
Heart of Ramos	R	1.50	2.50	4.00
High Market	R	3.00	4.00	5.00
Honor the Fallen	R	1.50	2.50	4.00
Horn of Plenty	R	1.00	2.00	3.00
Horn of Ramos	R	1.00	2.00	4.00
Instigator	R	1.00	2.00	3.00
Ivory Mask	R	2.00	3.00	5.00
Jhovall Queen	R	3.00	4.00	5.00
Karn's Touch	R	1.00	2.00	3.00
Kyren Archive	R	1.00	2.00	3.00
Kyren Toy	R	1.50	2.50	3.50
Lava Runner	R	2.00	3.00	4.00
Liability	R	1.00	2.00	3.00
Lithophage	R	1.00	2.00	3.50
Magistrate's Scepter	R	2.50	3.50	5.00
Megatherium	R	1.50	2.50	4.00
Mercadian Atlas	R	1.50	2.50	3.50
Mercadian Lift	R	1.00	2.00	3.00
Midnight Ritual	R	1.00	2.00	3.00
Misdirection	R	5.00	6.00	8.00
Misdirection (Foil)	R	12.00	16.00	20.00
Monkey Cage	R	1.50	2.50	3.50
Natural Affinity	R	1.50	2.50	4.00
Nether Spirit	R	3.00	4.00	6.00
Nether Spirit (Foil)	R	12.00	15.00	18.00
Notorious Assassin	R	1.50	2.50	4.00
Overtaker	R	1.50	2.50	4.00
Pangosaur	R	1.00	2.00	3.00
Power Matrix	R	3.00	4.00	5.00
Pulverize	R	1.00	2.00	3.50
Puppet's Verdict	R	1.00	2.00	3.00
Ramosian Sky Marshal	R	2.50	3.50	4.50
Rappelling Scouts	R	1.50	2.50	4.00
Reverent Mantra	R	3.00	4.00	5.00
Rishadan Brigand	R	1.50	2.50	3.50
Rishadan Pawnshop	R	1.50	2.50	4.00
Rishadan Port	R	7.00	10.00	12.00
Rishadan Port (Foil)	R	17.00	27.00	42.00
Rushwood Elemental	R	3.00	4.00	6.00
Sand Squid	R	1.00	2.00	3.00
Saprazzan Bailiff	R	1.00	2.00	3.00
Saprazzan Heir	R	1.50	2.50	4.00
Security Detail	R	1.00	2.00	3.00
Seismic Mage	R	2.00	3.00	4.50
Silent Assassin	R	1.50	2.50	4.00
Skull of Ramos	R	1.50	2.50	4.00
Spiritual Focus	R	1.00	2.00	3.00
Spontaneous Generation	R	2.50	3.50	4.50
Squee, Goblin Nabob	R	4.00	7.00	10.00
Squee, Goblin Nabob (Foil)	R	14.00	18.00	22.00
Squeeze	R	1.00	2.00	4.00
Statecraft	R	1.00	2.00	3.50
Tectonic Break	R	3.00	4.00	5.00
Territorial Dispute	R	2.00	3.00	4.00
Thieves' Auction	R	1.50	2.50	4.00
Thrashing Wumpus	R	3.00	4.00	6.00
Tidal Kraken	R	3.00	4.00	5.00
Tooth of Ramos	R	2.50	3.50	4.50
Tower of the Magistrate	R	1.50	2.50	4.00
Trade Routes	R	3.00	4.00	5.00
Two-headed Dragon	R	4.00	6.00	9.00
Two-headed Dragon (Foil)	R	18.00	24.00	30.00
Unmask	R	3.00	4.00	5.00
Unnatural Hunger	R	1.00	2.00	3.50
Vernal Equinox	R	1.50	2.50	4.00
Vine Dryad	R	3.00	4.00	5.00
Wave of Reckoning	R	2.00	3.00	4.00
Worry Beads	R	1.00	2.00	3.50

Starter Deck (75 cards)		8.00	9.00	10.00
Starter Box (12 decks)		80.00	90.00	100.00
Unlisted Uncommons		.50	.75	1.00
Unlisted Commons		.10	.20	.25
Unlisted FOIL Uncommons		1.50	2.50	5.00
Unlisted FOIL Commons		1.00	1.50	2.00

The median price for unlisted rare FOIL cards is twice that of non-FOIL versions.

Aerial Caravan	R	1.00	2.00	3.00
Armistice	R	1.00	2.00	3.00
Assembly Hall	R	1.00	2.00	3.00
Bargaining Table	R	2.00	3.00	4.00
Battle Squadron	R	1.50	2.50	4.00
Bifurcate	R	1.50	2.50	4.00
Black Market	R	1.50	2.50	3.50
Blood Hound	R	1.00	2.00	3.00
Blood Oath	R	2.00	3.00	4.00
Brawl	R	1.00	2.00	3.50
Bribery	R	3.00	4.00	6.00
Caller of the Hunt	R	2.00	3.00	4.00
Cateran Overlord	R	2.50	3.50	5.00
Cateran Slaver	R	2.00	3.00	4.00
Cave-In	R	3.00	4.00	5.00
Charisma	R	3.00	4.00	5.00
Cho-Arrim Alchemist	R	1.50	2.50	4.00
Cho-Arrim Bruiser	R	1.50	2.50	4.00
Cho-Manno, Revolutionary	R	3.00	4.00	5.00
Clear the Land	R	2.50	3.50	4.50
Collective Unconscious	R	2.50	3.50	4.50
Common Cause	R	1.50	2.50	3.50
Conspiracy	R	2.50	3.50	4.50
Cornered Market	R	1.50	2.50	4.00
Corrupt Official	R	1.50	2.50	4.00
Cowardice	R	2.00	3.00	4.00

NEMESIS

WIZARDS OF THE COAST-2000

Full Set (143 cards)	120.00	130.00	140.00
Booster Pack (15 cards)	2.50	3.00	3.50
Booster Box (36 packs)	80.00	90.00	110.00
Starter Box (12 decks)	80.00	90.00	100.00
Unlisted Uncommons	.50	.75	1.00
Unlisted Commons	.10	.20	.25
Unlisted FOIL Uncommons	1.50	2.50	5.00
Unlisted FOIL Commons	1.00	1.50	2.00

The median price for unlisted rare FOIL cards is twice that of non-FOIL versions.

MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

ARTIFACT BLACK BLUE GOLD GREEN RED WHITE LAND

PRICE DATA WENT UP | WENT DOWN | HEAVY TRADING | NEW SET

Æther Barrier	R	2.00	3.00	4.00
Ascendant Evincar	R	3.00	4.00	5.00
Avenger en-Dal	R	1.50	2.50	4.00
Belbe's Portal	R	3.00	4.00	5.00
Blastoderm (Foil)	C	3.00	5.00	7.00
Blinding Angel	R	3.00	4.00	6.00
Blinding Angel (Foil)	R	15.00	22.00	27.00
Complex Automaton	R	1.00	2.00	3.50
Death Pit Offering	R	3.00	4.00	5.00
Divining Witch	R	2.00	3.00	4.00
Eye of Yawgmoth	R	1.50	2.50	4.00
Flowstone Overseer	R	2.00	3.00	5.00
Flowstone Slide	R	2.00	3.00	4.00
Kill Switch	U	2.00	3.00	4.00
Kor Haven	R	3.00	4.00	5.00
Lancelath Titan	R	2.00	3.00	4.00
Lin Sivvi, Defiant Hero	R	3.00	4.00	6.00
Lin Sivvi, Defiant Hero (Foil)	R	14.00	18.00	26.00
Mana Cache	R	1.50	2.50	3.50
Moggcatcher	R	2.50	3.50	4.50
Murderous Betrayal	R	1.50	2.50	3.50
Oracle's Attendants	R	1.50	2.50	3.50
Overlaid Terrain	R	2.00	3.00	4.00
Pack Hunt	R	2.50	3.50	4.50
Pale Moon	R	2.00	3.00	4.00
Parallax Inhibitor	R	1.50	2.50	3.50
Parallax Nexus	R	1.50	2.50	3.50
Parallax Tide	R	2.00	3.00	4.00
Parallax Wave	R	3.00	4.00	6.00
Parallax Wave (Foil)	R	10.00	15.00	20.00
Predator, Flagship	R	3.00	4.00	5.50
Rath's Edge	R	1.50	2.50	3.50
Rathi Assassin	R	2.50	3.50	4.50
Rhox	R	2.00	3.00	5.00
Rising Waters	R	3.00	4.00	5.00
Rootwater Thief	R	3.00	4.00	6.00
Sapreling Burst	R	3.00	4.00	6.00
Saproling Burst (Foil)	R	15.00	19.00	24.00
Saproling Cluster	R	1.50	2.50	4.00
Seahunter	R	2.00	3.00	4.00
Shrieking Mogg	R	1.50	2.50	4.00
Sivvi's Valor	R	1.00	2.00	3.00
Skyshroud Behemoth	R	3.00	4.00	5.00
Skyshroud Poachers	R	1.00	2.00	4.00
Sliptide Serpent	R	1.00	2.00	3.00
Spiritual Asylum	R	2.00	3.00	4.00
Stronghold Gambit	R	2.00	3.00	4.00
Tangle Wire	R	3.00	4.00	7.00
Tangle Wire (Foil)	R	7.00	11.00	18.00
Voirath the Fallen	R	3.00	4.00	5.50

PROPHECY

WIZARDS OF THE COAST-2000

Full Set (143 cards)	110.00	125.00	140.00
Booster Pack (15 cards)	2.50	3.00	3.50
Booster Box (36 packs)	80.00	90.00	110.00
Unlisted Uncommons	.50	.75	1.00
Unlisted Commons	.10	.20	.25
Unlisted FOIL Uncommons	1.50	2.50	5.00
Unlisted FOIL Commons	1.00	1.50	2.00

The median price for unlisted rare FOIL cards is twice that of non-FOIL versions.

Alexi, Zephyr Mage	R	2.00	3.00	4.00
Avatar of Fury	R	3.00	5.00	8.00
Avatar of Hope	R	3.00	4.00	7.00
Avatar of Might	R	3.00	4.00	7.00
Avatar of Will	R	3.00	4.00	6.00
Avatar of Woe	R	5.00	8.00	11.00
Avatar of Woe (Foil)	R	12.00	17.00	20.00
Blessed Wind	R	2.00	3.00	4.00
Bog Elemental	R	1.00	2.00	3.50
Celestial Convergence	R	2.00	3.00	4.00
Chimeric Idol	U	2.00	4.00	5.00
Chimeric Idol (Foil)	U	4.00	6.00	8.00
Coffin Puppets	R	1.50	2.50	4.00
Copper-Leaf Angel	R	2.50	3.50	4.50
Denying Wind	R	2.50	4.00	5.00
Dual Nature	R	2.00	3.00	4.00
Elephant Resurgence	R	1.00	2.00	3.50
Fickle Efreet	R	1.50	2.50	4.00
Forgotten Harvest	R	1.00	2.00	3.50
Greel, Mind Raker	R	2.00	3.00	4.00
Heightened Awareness	R	1.00	2.00	3.50
Infernal Genesis	R	1.00	2.00	3.50
Jewered Spirit	R	1.50	2.50	4.00
Jolrael, Empress of Beasts	R	2.50	3.50	4.50
Keldon Battlewagon	R	1.00	2.00	3.00
Keldon Firebombers	R	1.50	2.50	3.50
Latulla, Keldon Overseer	R	2.00	3.00	4.00
Mageta the Lion	R	3.00	4.00	5.00
Mageta the Lion (Foil)	R	5.00	8.00	11.00
Mercenary Informer	R	1.50	2.50	4.00
Mungha Wurm	R	2.00	3.00	4.00
Overburden	R	2.00	3.00	4.00
Plague Wind	R	3.00	4.00	6.00
Psychic Theft	R	1.00	2.00	3.50
Rebel Informer	R	1.50	2.50	3.50
Rhystic Tutor	R	2.50	3.50	5.00
Samite Sanctuary	R	1.00	2.00	3.50
Search for Survivors	R	1.00	2.00	4.00
Searing Wind	R	2.50	3.50	4.50
Sheltering Prayers	R	1.00	2.00	4.00
Shrouded Serpent	R	1.00	2.00	3.00
Squirrel Wrangler	R	2.50	4.00	5.00
Task Mage Assembly	R	1.00	2.00	3.50
Troublesome Spirit	R	2.00	3.00	4.00
Veteran Brawlers	U	2.50	3.50	4.50
Vitalizing Wind	R	2.50	4.00	5.00
Well of Discovery	R	2.00	3.00	4.00
Wintermoon Mesa	R	1.50	2.50	4.00

INVASION

WIZARDS OF THE COAST-2000

Full Set (350 cards)	210.00	225.00	280.00
Booster Pack (15 cards)	2.50	3.00	3.50
Booster Box (36 packs)	75.00	90.00	110.00
Starter Deck (75 cards)	8.00	9.00	10.00
Starter Box (12 decks)	80.00	90.00	100.00
Unlisted Uncommons	.50	.75	1.00
Unlisted Commons	.10	.20	.25
Unlisted FOIL Uncommons	1.50	2.50	5.00
Unlisted FOIL Commons	1.00	1.50	2.00

The median price for unlisted rare FOIL cards is twice that of non-FOIL versions.

Absorb	R	9.00	13.00	18.00
Aether Rift	R	2.00	3.00	4.00
Alaborster Leech	R	1.50	2.50	3.50
Andradite Leech	R	1.50	2.50	3.50
Armored Guardian	R	1.50	2.50	3.50
Artifact Mutation	R	2.00	3.00	5.00
Ataliya, Samite Master	R	2.00	3.00	4.00
Aura Mutation	R	2.00	3.00	4.00
Barrin's Spite	R	1.50	2.50	3.50
Bend or Break	R	1.00	2.00	3.00
Bind	R	1.50	2.50	3.50
Blazing Specter	R	4.00	6.00	9.00
Blazing Specter (Foil)	R	14.00	18.00	25.00
Blind Seer	R	1.50	2.50	3.50
Blurred Mongoose	R	4.00	6.00	8.00
Breaking Wave	R	1.00	2.00	3.00
Callous Giant	R	1.50	2.50	4.00
Captain Sisay	R	2.50	3.50	4.50
Coalition Victory	R	2.50	3.50	4.50
Coastal Tower	U	1.00	2.00	3.00
Coastal Tower (Foil)	U	7.00	9.00	11.00
Collapsing Borders	R	1.00	2.00	3.00
Collective Restraint	R	3.00	4.00	6.00
Crosis, the Purger	R	3.00	4.00	8.00
Crosis, the Purger (Foil)	R	16.00	20.00	24.00
Crusading Knight	R	2.00	3.00	4.50
Crypt Angel	R	3.00	4.00	5.00
Crystal Spray	R	1.50	2.50	3.50
Darigaaz, the Igniter	R	3.00	4.00	7.00
Dangaaz, the Igniter (Foil)	R	14.00	19.00	26.00
Death or Glory	R	1.50	2.50	4.00
Desperate Research	R	1.50	2.50	3.50
Devouring Strossus	R	3.00	4.00	5.00
Distorting Wake	R	1.50	2.50	4.00
Divine Presence	R	1.50	2.50	3.50
Do or Die	R	2.00	3.00	5.00
Dromar, the Banisher	R	3.00	4.00	6.00
Dromar, the Banisher (Foil)	R	14.00	17.00	20.00
Dueling Grounds	M	2.00	3.00	4.00
Elfhame Palace	U	.75	1.50	2.00
Elfhame Palace (Foil)	U	4.00	8.00	6.00
Elvish Champion	R	3.00	4.00	6.00
Empress Galina	R	1.50	2.50	4.00
Fact or Fiction	U	1.50	2.50	3.50
Fact or Fiction (Foil)	U	8.00	10.00	12.00
Fight or Flight	R	1.00	2.00	3.00
Fires of Yavimaya	U	1.50	2.50	3.00
Fires of Yavimaya (Foil)	U	6.00	7.00	9.00
Glitu Fire	R	3.00	4.00	6.00
Global Ruin	R	1.50	2.50	3.50
Hanna, Ship's Navigator	R	2.50	3.50	4.50
Harsh Judgment	R	1.50	2.50	3.50
Jade Leech	R	2.50	3.50	4.50
Juntu Stakes	R	1.50	2.50	3.50
Kangee, Aerie Keeper	R	1.50	2.50	3.50
Kavu Chameleon (Foil)	U	4.00	6.00	8.00
Kavu Lair	R	1.50	2.50	3.50
Kavu Monarch	R	2.50	3.50	4.50
Kavu Titan	R	4.00	6.00	8.00
Kavu Titan (Foil)	R	7.00	10.00	15.00
Keldon Necropolis	R	1.50	2.50	3.50
Loafing Giant	R	1.00	2.00	3.00
Lotus Guardian	R	2.00	3.00	4.00
Mages' Contest	R	1.50	2.50	4.00
Mana Maze	R	1.50	2.50	4.00
Marauding Knight	R	1.50	2.50	4.00
Metathran Aerostat	R	1.00	2.00	3.00
Meteor Storm	R	1.50	2.50	4.00
Mollimo, Maro-Sorcerer	R	2.50	3.50	4.50
Nightscape Master	R	1.50	2.50	4.00
Noble Panther	R	3.00	4.00	5.00
Obliterate	R	3.00	5.00	8.00
Overabundance	R	1.50	2.50	4.00
Phyrexian Altar	R	1.50	2.50	3.50
Phyrexian Delver	R	1.00	2.00	3.00
Phyrexian Infiltrator	R	1.50	2.50	4.00
Phyrexian Lens	R	1.50	2.50	4.00
Planar Portal	R	2.50	4.00	5.00
Psychic Battle	R	1.00	2.00	3.00
Pure Reflection	R	1.50	2.50	3.50
Pyre Zombie	R	3.00	4.00	6.00
Pyre Zombie (Foil)	R	12.00	16.00	20.00
Raging Kavu	R	2.00	3.00	4.00
Reckless Assault	R	1.00	2.00	3.00
Restock	R	1.50	2.50	4.00
Reya Dawnbringer	R	3.00	5.00	7.00
Reya Dawnbringer (Foil)	R	10.00	20.00	30.00
Rith, the Awakener	R	3.00	4.00	6.00
Rith, the Awakener (Foil)	R	15.00	18.00	20.00
Root	R	3.00	4.00	6.00
Rout (Foil)	R	7.00	10.00	15.00
Ruby Leech	R	1.00	2.00	3.00
Sabertooth Nishoba	R	2.00	3.00	5.00
Salt Marsh	U	.75	1.50	2.00
Salt Marsh (Foil)	U	7.00	9.00	12.00
Sapphire Leech	R	1.00	2.00	3.00
Saproling Infestation	R	1.50	3.00	4.00
Saproling Symbiosis	R	2.50	4.00	5.00
Shivan Oasis	U	.75	1.50	2.00
Shivan Oasis (Foil)	U	4.00	6.00	8.00
Skizzik	R	5.00	8.00	11.00
Skizzik (Foil)	R	20.00	25.00	30.00
Spinal Embrace	R	1.50	2.50	4.00
Spirit of Resistance	R	1.50	2.50	4.00
Spreading Plague	R	1.50	2.50	4.00
Stalking Assassin	R	1.50	2.50	4.00
Stand or Fall	R	1.50	2.50	4.00
Stormscape Master	R	1.50	2.50	4.00
Sunscape Master	R	1.50	2.50	4.00
Tectonic Instability	R	1.50	2.50	3.50
Teferi's Moat	R	3.00	4.00	6.00
Teferi's Moat (Foil)	R	10.00	13.00	17.00
Teferi's Response	R	2.00	3.00	5.00
Tek	R	2.00	3.00	5.00
Temporal Distortion	R	1.50	2.50	4.00
Thicket Elemental	R	1.50	2.50	4.00
Thornscape Master	R	1.50	2.50	4.50
Thunderscape Master	R	2.00	3.00	4.00
Trans. the Runewar	R	3.00	4.50	6.00
Treva, the Renewer (Foil)	R	8.00	11.00	15.00
Tsabo Tavoc	R	2.00	3.00	6.00
Tsabo's Assassin	R	1.50	2.50	4.50
Tsabo's Decree	R	2.00	3.00	5.00
Tsabo's Web	R	2.00	3.00	5.00
Twilight's Call	R	1.50	2.50	4.00
Undermine	R	9.00	13.00	16.00
Undermine (Foil)	R	30.00	40.00	48.00
Urborg Volcano	U	1.00	1.50	2.00
Urborg Volcano (Foil)	U	4.00	6.00	9.00
Urza's Filter	R	1.50	2.50	4.00
Urza's Rage	R	10.00	16.00	20.00
Urza's Rage (Foil)	R	35.00	45.00	50.00
Utopia Tree	R	4.00	6.00	8.00
Utopia Tree (Foil)	R	7.00	12.00	15.00
Verdeloth the Ancient	R	3.00	4.00	6.00
Vile Consumption	R	1.50	2.50	4.00
Void	R	3.00	5.00	8.00
Void (Foil)	R	10.00	14.00	20.00
Wash Out	U	1.00	2.00	3.00
Wash Out (Foil)	U	3.00	4.00	6.00
Well-Laid Plans	R	1.00	2.00	3.00
Winnow	R	1.50	2.50	4.00
Yawgmoth's Agenda	R	3.00	4.00	5.00

PLANESHIFT

WIZARDS OF THE COAST-2001

Full Set (143 cards)	110.00	120.00	130.00
Booster Pack (15 cards)	2.50	3.00	3.50
Booster Box (36 packs)	70.00	85.00	110.00
Unlisted Uncommons	.50	.75	1.00
Unlisted Commons	.10	.20	.25
Unlisted FOIL Uncommons	1.50	2.50	5.00
Unlisted FOIL Commons	1.00	1.50	2.00

The median price for unlisted rare FOIL cards is twice that of non-FOIL versions.

Ancient Spider	R	1.50	2.50	3.50
Cloud Cover	R	1.50	2.50	3.50
Dark Suspicions	R	2.00	3.00	4.00
Deadapult	R	2.00	3.00	4.00
Destructive Flow	R	1.00	2.00	3.00
Diabolic Intent	R	3.00	4.00	5.00
Dommarie's Judgment	R	1.50	2.50	3.50
Doomsday Specter	R	3.00	5.00	8.00
Doomsday Specter (Foil)	R	10.00	16.00	20.00
Draco	R	3.00	4.00	6.00
Dralnu's Crusade	R	2.50	3.50	4.50
Dralnu's Pet	R	2.50	3.50	5.00
Eladamri's Call	R	2.50	3.50	4.50
Erta, the Corrupted	R	2.00	3.00	5.00
Forsaken City	R	1.50	2.50	3.50
Gaea's Herald	R	2.50	3.50	4.50
Goblin Game	R	1.50	2.50	3.50
Keldon Twilight	R	2.00	3.00	4.00
Lord of the Undead	R	3.00	4.00	6.00
Magnivyte Trapdoor	R	1.50	2.50	4.00
Mirror of Kroxa	R	1.00	2.00	3.00
Mudbutton Mage	R	5.00	7.00	10.00
Mudbutton Mage (Foil)	R	20.00	24.00	30.00
Meteor Crater	R	2.00	3.00	4.00
Mogg Sentry	R	1.50	2.50	3.50
Natural Emergence	R	2.00	3.00	4.00
Nemata, Grove Guardian	R	3.00	4.00	6.00
Orim's Chant	R	5.00	7.00	9.00
Orim's Chant (Foil)	R	10.00	15.00	20.00
Phyrexian Scuta	R	5.00	8.00	10.00
Phyrexian Scuta (Foil)	R	15.00	20.00	25.00
Phyrexian Tyranny	R	1.50	2.50	4.00
Planar Overlay	R	1.00	2.00	3.00
Planeswalker's Favor	R	1.00	2.00	3.00
Planeswalker's Fury	R	2.00	3.00	4.00
Planeswalker's Mirth	R	1.50	2.50	3.50
Planeswalker's Mischief	R	1.50	2.50	4.00
Planeswalker's Scorn	R	1.50	2.50	3.50
Questing Phelddagrif	R	2.00	3.00	4.00
Quirion Dryad	R	2.00	3.00	4.00
Radiant Kavu	R	1.50	2.50	3.50
Samite Elder	R	1.50	2.50	3.50
Shivan Wurm	R	4.00	6.00	8.00
Shivan Wurm (Foil)	R	20.00	25.00	35.00
Skyship Weatherlight	R	2.00	3.00	4.00
Sunken Hope	R	1.50	2.50	3.50
Tahngarth, Talruum Hero	R	3.00	4.00	6.00
Urza's Guilt	R	2.50	4.00	5.00
Waterspout Elemental	R	2.00	3.00	4.00

APOCALYPSE

WIZARDS OF THE COAST-2001

Full Set (143 cards)	110.00	120.00	130.00
Booster Pack (15 cards)	2.50	3.00	3.50
Booster Box (36 packs)	70.00	85.00	110.00
Theme Deck (60 cards)	8.00	10.00	12.00
Unlisted Uncommons	.40	.75	1.00
Unlisted Commons	.10	.15	.25
Unlisted FOIL Uncommons	1.50	2.50	5.00
Unlisted FOIL Commons	1.00	1.50	2.00

The median price for unlisted rare FOIL cards is twice that of non-FOIL versions.

Anavolver	R	2.00	3.00	4.00
Battlefield Forge	R	3.00	4.00	6.00
Battlefield Forge (Foil)	R	10.00	15.00	20.00
Bloodfire Colossus	R	1.50	2.50	3.50
Caves of Koilos	R	4.00	6.00	8.00
Caves of Koilos (Foil)	R	12.00	20.00	25.00
Cetavolver	R	1.50	2.50	3.50
Consume Strength (Foil)	C	2.00	4.00	6.00
Cromat	R	3.00	4.00	6.00
Death Grasp	R	4.00	5.00	7.00
Death Grasp (Foil)	R	10.00	15.00	20.00
Decayolver	R	1.50	2.50	3.50
Desolation Angel	R	3.00	5.00	8.00
Desolation Angel (Foil)	R	12.00	20.00	25.00
Desolation Giant	R	2.00	3.00	5.00
Dragon Arch	U	.75	1.50	2.00
False Dawn	R	1.50	2.50	3.50
Fervent Charge	R	1.50	2.50	3.50
Fireslice (Foil)	U	4.00	7.00	9.00

MONEY MAKER

LIVING DEATH

With so many cheap and easy ways to stock your graveyard now, Living Death's bound to make a return to the Extended tournament scene. Even with Survival Of The Fittest out of the format, cards like Wild Mongrel can drop every fattie in your hand for nothin'. When you bust out the Death soon after—and the card itself's gonna bust out for a few more bucks now—there's no way your opponent will be able to deal with the resulting onslaught.



MAGIC The Gathering®

Price Guide

Fungal Shambler	R	1.50	2.50	3.50
Gaea's Skyfolk (Foil)	C	3.00	4.00	5.00
Gerrard Capashen	R	2.50	3.50	5.00
Gerrard Capashen (Foil)	R	6.00	8.00	11.00
Gerrard's Verdict	U	.50	1.00	1.50
Gerrard's Verdict (Foil)	U	4.00	6.00	8.00
Goblin Trenches	R	1.50	2.50	3.50
Guided Passage	R	1.50	2.50	3.50
Ice Cave	R	1.50	2.50	3.50
Illusion/Reality (Foil)	U	3.00	4.00	6.00
Kavu Mauler	R	1.50	2.50	3.50
Last Stand	R	1.50	2.50	3.50
Legacy Weapon	R	3.00	4.00	6.00
Life/Death (Foil)	U	.75	1.50	3.00
Lightning Angel	R	3.00	5.00	7.00
Lightning Angel (Foil)	R	15.00	20.00	30.00
Llanowar Dead (Foil)	C	2.00	4.00	5.00
Llanowar Wastes	R	4.00	5.00	7.00
Llanowar Wastes (Foil)	R	12.00	18.00	25.00
Mask of Intolerance	R	1.50	2.50	3.50
Mystic Snake	R	4.00	6.00	9.00
Mystic Snake (Foil)	R	12.00	17.00	24.00
Necravolver	R	2.50	3.50	4.50
Order/Chaos (Foil)	U	2.00	4.00	6.00
Overgrown Estate	R	2.00	3.00	4.00
Penumbra Wurm	R	3.00	4.00	6.00
Pernicious Deed	R	5.00	7.00	9.00
Pernicious Deed (Foil)	R	17.00	22.00	30.00
Phyrexian Arena	R	3.00	4.00	6.00
Phyrexian Arena (Foil)	R	10.00	15.00	20.00
Phyrexian Gargantua (Foil)	U	1.00	2.00	3.00
Planar Despair	R	1.50	2.50	3.50
[illegible]	R	1.50	2.50	3.50
Prophetic Bolt	R	3.00	5.00	7.00
Prophetic Bolt (Foil)	R	10.00	15.00	20.00
Rakavolver	R	2.00	3.00	4.00
Shivan Reef	R	4.00	6.00	8.00
Shivan Reef (Foil)	R	15.00	18.00	25.00
Spectral Lynx	R	4.00	5.00	6.00
Spectral Lynx (Foil)	R	12.00	16.00	22.00
Spiritmonger	R	8.00	12.00	15.00
Spiritmonger (Foil)	R	35.00	40.00	50.00
Squee's Embrace (Foil)	C	1.50	3.00	4.00
Suffocating Blast	R	3.00	4.00	6.00
Suffocating Blast (Foil)	R	6.00	8.00	12.00
Symbiotic Deployment	R	1.50	2.50	3.50
Unnatural Selection	R	1.50	2.50	3.50
Urborg Elf (Foil)	C	1.50	3.00	4.50
Vindicate	R	7.00	12.00	14.00
Vindicate (Foil)	R	25.00	30.00	45.00
Whirlpool Warrior	R	1.50	2.50	3.50
Will [illegible]	R	1.50	2.50	3.50
Yawmaya Coast	R	3.00	5.00	7.00
Yavmaya Coast (Foil)	R	13.00	18.00	25.00
Yavmaya's Embrace	R	1.50	2.50	3.50

ODYSSEY
WIZARDS OF THE COAST-2001

Full Set (350 cards)	210.00	225.00	280.00
Booster Pack (15 cards)	2.50	3.00	3.50
Booster Box (36 packs)	75.00	90.00	110.00
Starter Deck (75 cards)	9.00	9.00	10.00
Starter Box (12 decks)	80.00	90.00	100.00
Unlisted Uncommons	.50	.75	1.00
Unlisted Commons	.10	.20	.25
Unlisted FOIL Uncommons	1.50	2.50	5.00
Unlisted FOIL Commons	1.00	1.50	2.00

The median price for unlisted rare FOIL cards is twice that of non-FOIL versions.

Aboshan, Cephalid Emperor	R	1.00	2.00	3.00
Aegis of Honor	R	2.50	4.00	5.00
Amugaba	R	1.00	2.00	3.00
Ancestral Tribute	R	1.50	2.50	3.50
Ashen Firebeast	R	1.00	2.00	3.00
Atogatog	R	1.50	2.50	3.50
Aven Shrine	R	1.00	2.00	3.00
Balancing Act	R	2.00	3.00	4.00
Battle of Wits	R	1.00	2.00	3.00
Bearscape	R	2.00	3.00	4.00
Beloved Chaplain	U	.50	1.00	1.50
Blazing Salvo (Foil)	C	3.00	4.00	6.00
Bloodcurdler	R	1.00	2.00	3.00
Bomb Squad	R	1.50	2.50	3.50
Brands, Cabal Minion	R	3.00	4.00	5.00
Burning Sands	R	1.00	2.00	3.00
Cabal Patriarch	R	1.00	2.00	3.00
Cabal Shrine	R	1.00	2.00	3.00
Call of the Herd	R	4.00	8.00	8.00
Cantivore	R	1.00	2.00	3.00
Catalyst Stone	R	1.50	2.50	3.50
Cephalid Retainer	R	1.00	2.00	3.00
Cephalid Shrine	R	1.00	2.00	3.00
Chance Encounter	R	1.00	2.00	3.00
Charmed Pendant	R	1.00	2.00	3.00
Childhood Horror (Foil)	U	3.00	4.00	5.00
Chlorophant	R	1.50	2.50	3.50
Coquivore	R	1.00	2.00	4.00
Crystal Quarry	R	2.00	3.00	4.00
Cultural Exchange	R	1.50	2.50	3.50
Cursed Monstrosity	R	1.00	2.00	3.00
Darkwater Catacombs	R	2.00	3.50	5.00
Darkwater Catacombs (Foil)	R	10.00	15.00	20.00
Decaying Soil	R	1.00	2.00	3.00
Decimate	R	2.00	4.00	5.00
Delaware Shield	R	2.00	3.00	4.00
Deserted Temple	R	2.00	4.00	4.00
Devoted Caretaker	R	2.50	4.00	6.00
Diabolic Tutor	U	1.00	1.50	2.50
Diabolic Tutor (Foil)	U	4.00	6.00	7.00

STRANGE BREW

MAIL BONDING

Not only is this guy a member of the uncool title club—who wants to be a Disgruntled Postal Worker or Shopping Cart Lady?—he's a regular attendee at meetings of UnPC Name Cards Anonymous. Do you think your local postal carrier would think this is funny—or, more likely, would you suddenly find your heat and electricity shut off when he stops delivering your payment checks? Let it be known: Mailmen can be your best friends—slipping you the free stamp every once in a while—or the deadliest enemies. Choose "friend."



Divert	R	4.00	7.00	10.00
Divert (Foil)	R	18.00	25.00	30.00
Divine Sacrament	R	2.50	4.00	6.00
Dogged Hunter	R	1.00	2.00	3.00
Druid's Call	U	.50	1.00	1.50
Dwarven Shrine	R	1.00	2.00	3.00
Earnest Fellowship	R	1.00	2.00	3.00
Entomb	R	2.00	3.00	4.00
Epicenter	R	2.00	3.00	4.00
Extract	R	4.00	6.00	8.00
Fervent Denial (Foil)	U	2.00	3.00	4.00
Firebolt (Foil)	C	1.50	2.00	2.50
Flame Burst (Foil)	C	2.00	3.00	4.00
Gorilla Titan (Foil)	U	2.00	3.00	4.00
Graceful Antelope	R	1.00	2.00	3.00
Gravestorm	R	3.00	4.00	5.00
Ground Seal	R	1.50	2.50	3.50
Haunting Echoes	R	7.00	10.00	15.00
Haunting Echoes (Foil)	R	17.00	22.00	26.00
Hint of Insanity	R	1.00	2.00	3.00
Holistic Wisdom	R	1.50	2.50	3.50
Impulsive Maneuvers	R	1.00	2.00	3.00
Iridescent Angel	R	7.00	9.00	12.00
Iridescent Angel (Foil)	R	28.00	35.00	40.00
Ivy Elemental	R	1.50	2.50	3.50
Junk Golem	R	1.00	2.00	3.00
Kamahl, Pit Fighter	R	4.00	6.00	8.00
Kamahl, Pit Fighter (Foil)	R	15.00	20.00	25.00
Karmic Justice	R	2.00	3.00	4.00
Kirtar's Wrath	R	2.00	3.50	5.00
Krosan Beast	R	3.00	5.00	6.00
Lieutenant Kirtar	R	1.50	2.50	3.50
Magmivore	R	1.00	2.00	3.00
Master Apothecary	R	1.00	2.00	3.00
Mindslicer	R	2.00	3.00	4.00
Mine Layer	R	1.50	2.50	3.50
Mirari	R	7.00	11.00	15.00
Mirari (Foil)	R	35.00	40.00	45.00
Molten Influence	R	3.00	5.00	6.00
Mortivore	R	2.00	3.00	4.00
Mossfire Valley	R	1.00	2.00	3.00
Mudhole	R	1.00	2.00	3.00
Mystic Crusader	R	3.00	5.00	6.00
Mystic Enforcer	R	3.00	5.00	6.00
Nantuko Mentor	R	1.50	2.50	3.50
Nantuko Shrine	R	1.00	2.00	3.00
Need for Speed	R	1.00	2.00	3.00
Nefarious Lich	R	1.50	2.50	3.50
New Frontiers	R	2.00	4.00	4.00
Nimble Mongoose	U	.50	1.00	1.50
Nimble Mongoose (Foil)	U	3.00	4.00	5.00
Nut Collector	R	2.50	4.00	5.00
Obstinate Familiar	R	1.00	2.00	3.00
Otarian Juggernaut	R	1.00	2.00	3.00
Overrun	U	1.00	1.50	2.50
Overrun (Foil)	U	3.00	5.00	7.00
Perdic Miner	R	1.00	2.00	3.00
Patron Wizard	R	1.50	2.50	3.50
Pedantic Learning	R	1.00	2.00	3.00
Persuasion	R	2.00	3.00	4.00
Petrified Field	R	1.00	2.00	3.00
Pianna, Nomad Captain	R	1.50	2.50	3.50
Price of Glory	U	1.00	1.50	2.50
Price of Glory (Foil)	U	2.50	3.50	5.00
Psychatog (Foil)	U	2.00	3.00	4.00
Repentant Vampire	R	2.00	3.50	5.00
Rites of Spring (Foil)	C	1.50	2.00	2.50
Sadistic Hypnotist	U	.50	1.00	1.50
Savage Firecat	R	2.50	4.00	5.00
Seafloor Debris (Foil)	C	1.50	2.50	3.50
Seize the Day	R	1.50	2.50	3.50
Seton, Krosan Protector	R	1.00	2.00	3.00
Shadowblood Ridge (Foil)	U	2.00	3.00	4.00
Shadowblood Ridge	R	2.00	4.00	4.00
Shadowmage Infiltrator	R	10.00	15.00	20.00
Shadowmage Infiltrator (Foil)	R	40.00	45.00	50.00
Shifty Doppelganger	R	1.50	2.50	3.50
Skycloud Egg (Foil)	U	2.00	3.00	4.00
Skycloud Expanse	R	2.00	4.00	4.00
Soelbane Centaur	R	2.00	3.00	4.00
Squirrel Mob	R	2.50	4.00	5.00
Squirrel Nest	U	1.00	2.00	3.00
Squirrel Nest (Foil)	U	4.00	6.00	7.00
Stalking Bloodsucker	R	1.50	2.50	3.50
Standstill	U	1.00	1.50	2.50
Standstill (Foil)	R	3.00	4.00	5.00
Stone-Tongue Basilisk	R	2.00	4.00	4.00
Sunorass Egg (Foil)	U	3.00	4.00	5.00
Sungrass Prairie	R	2.00	4.00	4.00
Syncopate (Foil)	C	2.00	3.00	4.00
Tainted Pact	R	2.00	3.00	4.00
Tarnished Citadel	R	1.00	2.00	3.00
Terravore	R	1.50	2.50	3.50
Thought Devourer	R	1.00	2.00	3.00
Time Stretch	R	3.00	5.00	6.00
Tombfire	R	1.00	2.00	3.00
Traumatize	R	8.00	11.00	14.00
Traumatize (Foil)	R	18.00	25.00	30.00
Traveling Plague	R	1.00	2.00	3.00
Unifying Theory	R	1.00	2.00	3.00
Upheaval	R	1.50	2.50	3.50
Vampiric Dragon	R	4.00	6.00	8.00
Vampiric Dragon (Foil)	R	23.00	28.00	32.00
Verdant Succession	R	1.50	2.50	3.50
Volley of Boulders	R	1.00	2.00	3.00
Wayward Angel	R	2.50	4.00	6.00
Words of Wisdom (Foil)	C	1.50	2.50	3.00
Zombify	U	.50	1.00	1.50
Zoologist	R	1.50	2.50	3.50

MAGIC PROMO CARDS
WIZARDS OF THE COAST-1993-PRESENT

APAC Basic Lands (Each)	PR	5.00	8.00	12.00
Arena Basic Lands (Each)	PR	1.00	2.00	3.00
Avatar of Hope (Foil)	PR	4.00	6.00	8.00
Baduvian Horde (Foil)	PR	8.00	12.00	16.00
Ball Lightning (Foil)	PR	45.00	55.00	65.00
Beast of Burden (Prerel.)	PR	3.00	5.00	8.00
Camophage (Foil)	PR	8.00	10.00	14.00
Chill (Foil)	PR	4.00	6.00	9.00
Counterspell (DCI Foil)	PR	40.00	60.00	80.00
Counterspell (DCI Nonfoil)	PR	12.00	18.00	24.00
Creeping Mold (Foil)	PR	6.00	8.00	10.00
Crusade (Foil)	PR	13.00	18.00	25.00
DCI Token (Bird)	PR	4.00	7.00	10.00
DCI Token (Elephant)	PR	4.00	7.00	10.00
DCI Token (Goblin Soldier)	PR	4.00	7.00	10.00
DCI Token (Saproling)	PR	4.00	7.00	10.00
DCI Token (Spirit)	PR	4.00	7.00	10.00
Diabolic Edict (Foil)	PR	14.00	18.00	22.00
Dirtcowl Wurm (Prerel.)	PR	2.00	4.00	6.00
Disenchant (Arena)	PR	7.00	10.00	14.00
Dismiss (Foil)	PR	4.00	6.00	9.00
Duress	PR	4.00	6.00	8.00
Empyrial Armor (Foil)	PR	4.00	6.00	8.00
Enlightened Tutor (Foil)	PR	3.00	4.00	6.00
Erhnam Djinn	PR	4.00	6.00	8.00
False Prophet (Prerel.)	PR	3.00	5.00	8.00
Firebolt (4th Ed. Prev.)	PR	2.00	4.00	6.00
Fling (Foil)	PR	3.00	5.00	6.00
Forest (Euro France)	PR	7.00	10.00	12.00
Forest (Euro Germany)	PR	7.00	10.00	12.00
Forest (Euro UK)	PR	7.00	10.00	12.00
Forest (Guru)	PR	13.00	20.00	25.00
Forest (Urza's Saga)	PR	1.00	2.00	4.00
Fungal Shambler (Pre.)	PR	2.00	3.00	5.00
Gaea's Cradle (Foil)	PR	30.00	45.00	55.00
Giant Badger	PR	2.50	3.50	5.00
Giant Growth (Foil)	PR	5.00	7.00	9.00
Guru Lands (Set of 5)	PR	70.00	90.00	110.00
Ice Age Lands (Foil)	PR	10.00	15.00	20.00
Icy Manipulator (Foil)	PR	6.00	8.00	9.00
Incinerate (Arena)	PR	4.00	6.00	7.00
Incinerate (Foil)	PR	4.00	5.00	6.00
Island (Euro Italy)	PR	7.00	10.00	12.00
Island (Euro Scandin.)	PR	7.00	10.00	12.00
Island (Euro UK)	PR	7.00	10.00	12.00
Island (Guru)	PR	13.00	20.00	25.00
Island (Urza's Saga)	PR	1.00	2.00	4.00
Jackal Pup (Foil)	PR	4.00	5.00	7.00
Karn, Silver Golem (Foil)	PR	5.00	8.00	10.00
Lhurgoyf (Foil)	PR	3.00	4.00	6.00
Lightning Bolt (Foil)	PR	40.00	50.00	60.00
Lightning Dragon (Pre.)	PR	4.00	7.00	10.00
Lightning Hounds (Foil)	PR	3.00	4.00	6.00
Llanowar Elves (Foil)	PR	5.00	7.00	9.00
Longbow Archer (Foil)	PR	4.00	6.00	9.00
Lord of Atlantis (Foil)	PR	5.00	8.00	10.00
Mana Crypt	PR	4.00	7.00	10.00
Memory Lapse (Foil)	PR	20.00	25.00	30.00
Mind Warp (Foil)	PR	3.00	5.00	7.00
Monstrous Hound (Pre.)	PR	3.00	5.00	7.00
Mountain (Euro France)	PR	7.00	10.00	12.00
Mountain (Euro Italy)	PR	7.00	10.00	12.00
Mountain (Euro Spain)	PR	7.00	10.00	12.00
Mountain (Guru)	PR	13.00	20.00	25.00
Mountain (Urza's Saga)	PR	1.00	2.00	4.00
Naiathni Dragon	PR	2.00	4.00	5.00
Necropotence (Foil)	PR	6.00	8.00	10.00
Oath of Druids (Foil)	PR	45.00	60.00	75.00
Ophidian (Foil)	PR	5.00	7.00	8.00
Overtaker (Prerelease)	PR	3.00	5.00	8.00
Pillage (Foil)	PR	7.00	10.00	14.00
Plains (Euro Nether.)	PR	7.00	10.00	12.00
Plains (Euro Russia)	PR	7.00	10.00	12.00
Plains (Euro UK)	PR	7.00	10.00	12.00
Plains (Guru)	PR	14.00	20.00	25.00
Plains (Urza's Saga)	PR	1.00	2.00	4.00
Pouncing Jaguar (Foil)	PR	3.00	6.00	8.00
Prodigal Sorcerer (Foil)	PR	6.00	8.00	10.00
Questing Phelddagrif (Pre)	PR	3.00	4.00	5.00
Quirion Ranger (Foil)	PR	6.00	8.00	10.00
Raging Kavu (Prerelease)	PR	4.00	6.00	8.00
Rathi Assassin (Foil)	PR	2.00	5.00	7.00
Revenant (Prerelease)	PR	4.00	6.00	8.00
Rewind (Foil)	PR	3.00	4.00	6.00
Rhox (Foil)	PR	7.00	10.00	12.00
River Boa (Foil)	PR	5.00	7.00	9.00
Scent of Cinder (Carl Critchlow art)	PR	3.00	4.00	5.00
Sengir Vampire	PR	4.00	6.00	8.00
Serra Angel (6 x 9)	PR	15.00	18.00	22.00
Serra Angel (Foil)	PR	60.00	80.00	100.00
Serra Avatar (Foil)	PR	25.00	35.00	50.00
Sewers of Estark	PR	1.00	2.50	4.00
Shock (Foil)	PR	4.00	5.00	6.00
Skittering Skirge (Foil)	PR	3.00	4.00	8.00
Staunch Defenders (Foil)	PR	3.00	5.00	7.00
Stone Rain (Foil)	PR	7.00	10.00	12.00
Stone-Tongue Bas.(Pre.)	PR	3.00	5.00	6.00
Stroke of Genius	PR	18.00	25.00	32.00
Stupor (Foil)	PR	4.00	6.00	8.00
Swamp (Euro Belgium)	PR	7.00	10.00	12.00
Swamp (Euro France)	PR	7.00	10.00	12.00
Swamp (Euro UK)	PR	7.00	10.00	12.00
Swamp (Guru)	PR	13.00	20.00	25.00
Swamp (Urza's Saga)	PR	1.00	2.00	4.00
Swords to Plowsh. (Foil)	PR	7.00	11.00	15.00
Terror (Foil)	PR	3.00	5.00	7.00
Thran Quarry	PR	5.00	7.00	9.00
Uktabi Orangutan (Foil)	PR	5.00	6.00	8.00
Vampiric Tutor (Foil)	PR	60.00	80.00	95.00
Volcanic Geyser (Foil)	PR	5.00	7.00	9.00
Warmonger (Foil)	PR	1.00	2.00	4.00
Wasteland (Foil)	PR	20.00	24.00	28.00
Windseeker Centaur	PR	2.50	3.50	5.00

MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

ARTIFACT BLACK BLUE GOLD GREEN RED WHITE LAND

PRICE DATA

WENT UP | WENT DOWN | HEAVY TRADING | NEW SET

DRAGON BALL Z: SAIYAN SAGA

SCORE–2000

Full Set (250 cards)	175.00	250.00	300.00
Full FOIL Set (250 cards)	450.00	600.00	800.00
Starter Deck (54 cards)	8.50	11.00	13.50
Starter Box (1 deck, 3 boosters)	15.00	20.00	24.00
Booster Pack (9 cards)	2.75	3.30	4.00
Common (1*) cards	10	15	.25
Uncommon (3*) cards	.50	.75	1.00
Personality (4*) cards	1.00	2.00	3.00
Unlisted Rare (5*) cards	2.00	3.00	4.00

Median FOIL cards prices are 2x-3x their non-FOIL versions.

Baba Witch Viewing Orbit	.R	2.50	3.50	4.50
Baba's Energy Blast	.R	2.50	3.50	4.50
Blue Life Defense Drill	.R	2.50	3.50	4.50
Chaotzu's Physical Defense (Foil)	.UR	20.00	30.00	40.00
Earth Dragon Ball 6	.R	4.50	5.50	6.50
Earth Dragon Ball 7	.R	4.00	5.00	6.00
Earth Dragon Ball Capture	.R	3.50	4.50	5.50
Earth Dragon Ball Combat	.R	3.00	4.00	5.00
Frieza's Spirit	.PR	4.00	5.00	6.00
Gohan (level 4)	.PR	4.00	5.00	6.00
Gohan's Anger	.PR	4.00	5.00	6.00
Goku, (level 4)	.PR	4.00	5.00	6.00
Goku (level 4) error	.PR	5.00	7.00	9.00
Goku's Attack	.PR	4.00	5.00	6.00
Goku's Capturing Drill	.R	2.50	3.50	4.50
Goku's Lucky Break	.R	3.50	4.50	5.50
Goku's Moving Drill	.R	2.50	3.50	4.50
Goku's Plan (Foil)	.UR	20.00	30.00	40.00
Goku's Truce (Foil)	.UR	20.00	30.00	40.00
King Kai's Calming	.R	2.50	3.50	4.50
Krillin (level 4)	.PR	4.00	5.00	6.00
Krillin's Drill	.R	3.00	4.00	5.00
Krillin's Energy Disk	.R	3.00	4.00	5.00
Krillin's Trick	.PR	4.00	5.00	6.00
Medic Kit (Foil)	UR	20.00	30.00	40.00
Nappa (level 4)	.PR	4.00	5.00	6.00
Nappa (level 4)	.PR	4.00	5.00	6.00
Nappa (level 4)	.PR	4.00	5.00	6.00
Nappa (level 4)	.PR	4.00	5.00	6.00
Piccolo (level 4)	.PR	4.00	5.00	6.00
Piccolo's Flight	.R	2.00	3.00	4.00
Piccolo's Revenge	.PR	4.00	5.00	6.00
Raditz (level 4)	.PR	4.00	5.00	6.00
Roshi's Calming	.R	2.50	3.50	4.50
Saibaimen (level 2)	.R	2.50	3.50	4.50
Saibaimen (level 3)	.R	3.00	4.00	5.00
Saibaimen (level 4)	.R	3.50	4.50	5.50
Saiyan Appraisal Maneuver	.R	3.00	4.00	5.00
Saiyan Battle Terms	.R	2.50	3.50	4.50
Saiyan Power Drill	.R	3.00	4.00	5.00
Saiyan Truce Card	.R	3.00	4.00	5.00
Super Saiyan Goku's Power	PR	4.00	5.00	6.00
Vegeta (level 4)	.PR	4.50	6.00	8.00
Vegeta's Plans	.R	3.00	4.00	5.00
Vegeta's Smirk	.PR	4.00	5.00	6.00

DRAGON BALL Z: FRIEZA SAGA

SCORE–2000

Full Set (131 cards)	90.00	140.00	175.00
Full FOIL Set (131 cards)	450.00	500.00	550.00
Common (1*) cards	.15	.25	.35
Uncommon (3*) cards	.75	1.00	1.50
Personality (4*) cards	1.00	2.00	3.00
Unlisted Rare (5*) cards	2.00	3.00	4.00

Median FOIL cards prices are 2x-3x their non-FOIL versions.

Calming Sanctuary	.PR	4.50	6.00	8.00
Captain Ginyu Transformed	PR	4.50	6.00	8.00
Dragon's Glare	.PR	4.50	6.00	8.00
Friends Help Friends	.PR	4.50	6.00	8.00
Frieza the Master	.UR	35.00	45.00	55.00
Gohan (Level 4)	.R	3.50	4.50	5.50
Goku On Namek (Level 4)	.R	4.50	6.00	8.00
Goku's Good Swift Kick	.PR	8.00	10.00	12.50
Goku's Super Saiyan Blast!	.R	3.00	4.00	5.00
It's Just Not Worth It!	.PR	6.00	8.00	10.00
Krillin on Namek (Level 4)	.R	3.50	4.50	5.50
Nail Inspired (Level 2)	.R	3.50	4.50	5.50
Nail the Namekian Hero (Level 3)	.R	3.50	4.50	5.50
Nail the the Namekian (Level 1)	.R	3.50	4.50	5.50
Nappa Restored (Level 4)	.R	2.50	3.50	4.50
Orange Forceful Kick	.PR	9.50	12.00	15.00
Piccolo (Level 4)	.PR	4.00	5.00	6.00
Raditz Restored (Level 4)	.R	2.50	3.50	4.50
Red Blocking Hand	.PR	8.00	10.00	12.50
Super Saiyan Goku (Level 4)	UR	50.00	65.00	85.00
The Last Wish	.PR	6.00	8.00	10.00
Vegeta On Namek (Level 4)	R	3.50	4.50	5.50
Vegeta's Lunge	.PR	9.50	12.00	15.00

DRAGON BALL Z: TRUNKS SAGA

SCORE–2001

Full Set (200 cards)	200.00	300.00	400.00
Common (1*) cards	15	.25	.35
Unlisted Uncommon (3*) cards	75	1.00	1.50
Personality (4*) cards	1.00	2.00	3.00
Unlisted Rare (5*) cards	2.00	3.00	4.00

Median FOIL cards prices are 2x-3x their non-FOIL versions.

Android 18	.PR	12.00	18.00	22.00
Black Smoothness Drill	.R	3.00	4.00	5.00
Black Style Mastery	.R	3.00	4.00	5.00
Blue Battle Drill (Holo)	.PR	4.50	6.00	8.00
Blue Style Mastery	.R	3.00	4.00	5.00
Captain Ginyu (Holo)	.PR	6.00	8.00	10.00
Concentration Drill (Holo)	.PR	4.50	6.00	8.00
Confrontation (Holo)	.PR	4.50	6.00	8.00
Frieza (Holo)	.PR	6.00	8.00	10.00
Garlic Jr (Holo)	.PR	6.00	8.00	10.00
Garlic Jr.'s Revenge (Holo)	PR	4.50	6.00	8.00
Gohan Empowered (level 4)	R	3.00	4.00	5.00
Goku, The Unbeatable (level 4)	.UR	50.00	65.00	85.00
Guru As Your Ally	.R	4.00	5.00	6.00
Guru Passes Away	.R	3.00	4.00	5.00
King Cold's Sword Trick (Holo)	PR	4.50	6.00	8.00
Kuso Cold, the All Powerful (level 4)	.UR	30.00	40.00	50.00
Krillin (level 3)	.R	3.00	4.00	5.00
Krillin Enraged (level 2)	.R	3.00	4.00	5.00
Krillin's Heat Seeking Blast	.R	3.00	4.00	5.00
Namekian Dragon Ball 5	.R	3.00	4.00	5.00
Namekian Dragon Ball 6	.R	4.50	6.00	8.00
Namekian Dragon Ball 7	.R	4.00	5.00	6.00

UP YOUR SLEEVE

BROKERAGE FIRM

You know you gotta watch out for any card with "broke" in its name. In most sets, the card quality you get from this dude would be pretty nice, but with all the graveyard-based cards in *Odyssey*, he's just amazing. While you're filtering your hand with the Broker, just dump flashback cards and simultaneously get yourself to threshold at warp speed. Gain a ton of life with a Confessor on the board, and if you're caught in a stalling war, target your opponent with the Broker and dock him. Now, that's going for broke.



◈: Target player draws two cards, then discards two cards from his or her hand

Cephalids value the free exchange of ideas—except for the "free" part.

Namekian Dragon Ball Symbol	.R	2.50	3.50	4.50
Namekian Style Mastery	.R	3.00	4.00	5.00
Orange Style Mastery	.R	3.00	4.00	5.00
Piccolo Enraged (level 4)	.R	3.50	4.50	5.50
Red Style Mastery	.R	4.00	5.00	6.00
Saiyan Style Mastery	.R	3.00	4.00	5.00
Showdown (Holo)	.PR	4.50	6.00	8.00
Spice (Holo)	.PR	6.00	8.00	10.00
Surprise! (Holo)	.PR	4.50	6.00	8.00
Thought Comes Before Action	.R	2.00	3.00	4.00
Tien Stands Ready (Holo)	.PR	4.50	6.00	8.00
Too Late	.PR	2.50	3.50	4.50
Trunk's Power Strike (Holo)	PR	4.50	6.00	8.00
Trunks (Holo)	.PR	6.00	8.00	10.00
Trunks Defensive Crouch (Holo)	.PR	4.50	6.00	8.00
Trunks Finds the Answer	.PR	3.00	4.00	5.00
Trunks the Hero (level 4)	.R	4.00	5.00	6.00
Vegeta, Saiyan Prince (level 4)	.R	4.00	5.00	6.00
Vilest's True Power	.UR	40.00	50.00	60.00
Vinegar (Holo)	PR	6.00	8.00	10.00
Where There's Life There's Hope	.UR	40.00	50.00	60.00

DRAGON BALL Z: ANDROIDS SAGA

SCORE–2001

Full Set (125 cards)	95.00	120.00	150.00
Full FOIL Set (123 cards)	150.00	250.00	350.00
Common (1*) cards	.15	.25	.35
Personality (4*) cards	1.00	2.00	3.00
Unlisted Rare (5*) cards	2.00	3.00	4.00

Median FOIL cards prices are 2x-3x their non-FOIL versions.

A Burst Of Energy	.PR	5.00	7.00	9.00
Android 16 (level 1)	.R	4.50	6.00	8.00
Android 16 Smiles	PR	10.00	15.00	18.00
Android 17 (level ?)	R	6.00	8.00	10.00
Android 17 Smirks	.R	3.00	4.00	5.00
Android 18 (level 1)	.R	5.00	7.00	9.00
Android 18 (level 1) (alternate image)	.R	8.00	10.00	12.50
Android 18's Stare Down	R	4.50	5.50	6.50
Android 19 (level 1)	.R	4.50	5.50	6.50
Android 19 Is Stoic	.PR	8.00	10.00	12.50
Android 19's Distress	.R	3.00	4.00	5.00
Android 20 (level 1)	.R	4.50	5.50	6.50
Awful Abrasions	.PR	3.00	4.00	5.00
Black Mischievous Drill	R	3.00	4.00	5.00
Black Scout Maneuver	R	3.00	4.00	5.00
Blue Terror	.R	2.50	3.50	4.50
Cell's Defense	PR	3.00	4.00	5.00
Cell's Threatening Position	PR	3.00	4.00	5.00
City in Turmoil	.R	4.00	5.00	6.00
Defenseless Beach	.R	3.00	4.00	5.00
Dying Planet	.R	4.00	5.00	6.00
Foreboding Evidence	.PR	5.00	7.00	9.00
Goku's Heart Disease	.R	4.00	5.00	6.00
Goku's Hesitation	PR	8.00	10.00	12.50
Kami's Floating Island	R	3.00	4.00	5.00
Knockout Drill	.R	3.00	4.00	5.00
Krillin Is Ready	.PR	8.00	10.00	12.50
Krillin's Search	.PR	5.00	7.00	9.00
Namekian Friendship	R	3.00	4.00	5.00
Namekian Teamwork	R	3.00	4.00	5.00
Orange Eye Beam	R	3.00	4.00	5.00
Orange Rage	R	3.00	4.00	5.00
Orange Searching Maneuver	.R	3.00	4.00	5.00
Piccolo, the Trained (level 1)	.R	5.00	7.00	9.00
Planet Vegeta	.PR	14.00	20.00	24.00
Rebellion	.R	2.50	3.50	4.50
Red Counterstrike	R	3.00	4.00	5.00
Red Tactical Drill	R	3.00	4.00	5.00
Saiyan Face Stomp	R	3.00	4.00	5.00
Saiyan Lightning Dodge	.R	3.50	4.50	5.50
Severe Bruises	.R	2.50	3.50	4.50
The Eyes Have It	PR	6.00	10.00	12.50
The Hero is Down	.R	40.00	50.00	60.00
Tien's Flight	R	3.00	4.00	5.00
Tien, the Watcher (level 4)	R	4.50	6.00	8.00
Trunks Guardian Drill	.UR	40.00	50.00	60.00
Vegeta, the Ready (level 1)	R	6.00	8.00	10.00
Winter Countryside	.R	3.00	4.00	5.00
Yajirobe the Unstoppable (level 4)	R	5.00	7.00	9.00
Yamcha is There (level 4)	R	4.50	6.00	8.00
Yamcha's Right Cross	PR	8.00	10.00	12.50

DRAGON BALL Z: PROMO CARDS

SCORE–2001

Namekian's Strike	PR	75.00	100.00	125.00
Line up	PR	45.00	50.00	55.00
Team Work Kamehameha	PR	45.00	50.00	55.00
Fatherly Advice..	PR	70.00	85.00	100.00

HARRY POTTER

WIZARDS OF THE COAST–2001

Full Set (116 cards)	100.00	150.00	180.00
Uncommons	.50	.75	1.00
Commons	.15	.25	.35
Lessons	.10	.15	.25
Bluebell Flames	PR	1.40	2.00	2.50
Dean Thomas	H	7.00	9.00	11.00
Delivery Owl	R	2.00	3.00	4.00
Diagon Alley	PR	2.00	0.75	4.00
Draco Malfoy	F	4.50	6.00	8.00
Draco Malfoy	H	7.00	9.00	11.00
Dragon's Escape	F	4.50	6.00	8.00
Draught of Living Death	R	2.00	3.00	4.00
Elixir of Life	F	4.50	6.00	8.00
Gringotts Cart Ride	F	5.00	7.00	9.00
Hannah Abbott	H	7.00	9.00	11.00
Harry Hunting	R	2.00	3.00	4.00
Harry Potter	H	13.00	18.00	21.00
Hermione Granger	F	4.50	6.00	8.00
Hermione Granger	H	7.00	9.00	11.00
History of Magic	R	1.75	2.50	3.00
Human Chess Game	F	4.50	6.00	8.00
Incendio	R	2.00	3.00	4.00
Invisibility Cloak	F	4.50	6.00	8.00
Malevolent Mixture	R	2.50	3.50	4.50
Meet the Centaurs	R	1.75	2.50	3.00
Mountain Troll	R	2.00	3.00	4.00
Mrs. Norris	R	2.00	3.00	4.00
Nearly Headless Nick	H	6.00	8.00	10.00
Norbert	R	2.00	3.00	4.00
Obliviate	F	4.50	6.00	8.00
Phoenix Feather Wand	R	2.00	3.00	4.00
Platform 9 3/4	R	2.00	3.00	4.00
Potion Ingredients	R	1.75	2.50	3.00
Professor Filius Flitwick	H	7.00	9.00	11.00
Professor Severus Snape	H	8.00	10.00	12.50
Raven to Writing Desk	R	2.00	3.00	4.00
Remembrall	PR	2.00	3.00	4.00
Ron Weasley	H	7.00	9.00	11.00
Rubeus Hagrid	H	8.00	10.00	12.50
Shrinking Potion	R	2.00	3.00	4.00
Snape's Question	PR	0.75	1.00	1.50
Strategy Session	PR	2.00	3.00	4.00
Titillando	R	2.00	3.00	4.00
Transfiguration Exam	R	2.00	3.00	4.00
Transfiguration Test	R	2.00	3.00	4.00
Troll in the Bathroom	F	4.50	6.00	8.00
Unicorn	F	5.50	8.00	9.50

MAGE KNIGHT: REBELLION

WIZKIDS–2000

Full Set including Promos	700.00	800.00	900.00
Alessi Ost (#175)	PR	56.00	66.00	76.00
Altem Guardsman (#58)	2	0.75	1.00	1.50
Altem Guardsman (#59)	3	1.00	1.50	2.00
Altem Guardsman (#60)	4	1.40	2.00	2.50
Amazon Blademistress (#85)	2	1.00	1.50	2.00
Amazon Blademistress (#86)	3	1.40	2.00	2.50
Amazon Blademistress (#87)	4	2.00	3.00	4.00
Amazon Queen (#152)	6	14.00	20.00	24.00
Amotep Gunner (#49)	2	1.40	2.00	2.50
Amotep Gunner (#50)	3	2.00	3.00	4.00
Amotep Gunner (#51)	4	4.50	6.00	8.00
Amotep Incinerator (#52)	2	1.00	1.50	2.00
Amotep Incinerator (#53)	3	1.40	2.00	2.50
Amotep Incinerator (#54)	4	2.00	3.00	4.00
Anunub (#164)	PR	180.00	210.00	260.00
Black Powder Boomer (#88)	2	1.00	1.50	2.00
Black Powder Boomer (#89)	3	1.40	2.00	2.50
Black Powder Boomer (#90)	4	2.00	3.00	4.00
Blade Golem (#55)	2	1.40	2.00	2.50
Blade Golem (#56)	3	2.00	3.00	4.00
Blade Golem (#57)	4	4.00	5.00	6.00
Bone Golem (#76)	2	2.00	3.00	4.00
Bone Golem (#77)	3	3.00	4.00	5.00
Bone Golem (#78)	4	4.00	5.00	6.00
Brass Golem (#7)	1	1.00	1.25	1.75
Brass Golem (#8)	2	1.40	2.00	2.50
Brass Golem (#9)	3	2.00	3.00	4.00
Byrch (#167)	PR	60.00	70.00	83.00
Chaos Mage (#154)	6	14.00	20.00	24.00
Crusher (#112)	3	1.40	2.00	2.50
Crusher (#113)	4	2.00	3.00	4.00
Crusher (#114)	5	3.00	4.00	5.00
Crypt Worm (#142)	3	2.00	3.00	4.00
Crypt Worm (#143)	4	3.00	4.00	5.00
Crypt Worm (#144)	5	4.00	5.00	6.00
Crystal Bladesman (#19)	1	0.75	1.00	1.50
Crystal Bladesman (#20)	2	1.00	1.50	2.00
Crystal Bladesman (#21)	3	1.40	2.00	2.50
Deep Spawn (#130)	3	1.40	2.00	2.50
Deep Spawn (#131)	4	2.00	3.00	4.00
Deep Spawn (#132)	5	3.00	4.00	5.00
Demi-magus (#10)	1	1.40	2.00	2.50
Demi-magus (#11)	2	2.00	3.00	4.00
Demi-magus (#12)	3	3.00	4.00	5.00
Digger Khep (#171)	PR	55.00	65.00	75.00
Djakmauk-ar (#182)	PR	58.00	68.00	78.00
Dwarven Berserker (#46)	1	1.00	1.25	1.75
Dwarven Berserker (#47)	2	1.40	2.00	2.50
Dwarven Berserker (#48)	3	2.00	3.00	4.00
Dwarven Fuser (#91)	2	1.00	1.50	2.00
Dwarven Fuser (#92)	3	1.40	2.00	2.50
Dwarven Fuser (#93)	4	2.00	3.00	4.00

MAGE KNIGHT Price Guide

Dwarven Jarl (#151)	.6	14.00	20.00	24.00
Elemental Priest (#147)	.6	14.00	20.00	24.00
Feral Bloodsucker (#34)	1	1.00	1.25	1.75
Feral Bloodsucker (#35)	.2	1.40	2.00	2.50
Feral Bloodsucker (#36)	3	2.00	2.75	3.25
Fickett Townley (#173)	.PR	46.00	55.00	68.00
Goltusep (#169)	.PR	55.00	65.00	75.00
Grave Robber (#31)	1	1.00	1.50	2.00
Grave Robber (#32)	.2	1.40	2.00	2.50
Grave Robber (#33)	.3	2.00	3.00	4.00
Half-troll Hacker (#118)	.3	2.00	3.00	4.00
Half-troll Hacker (#119)	.4	3.00	4.00	5.00
Half-troll Hacker (#120)	.5	4.50	6.00	8.00
Hierophant (#160)	.5	28.00	38.00	48.00
Imp (#121)	.3	1.00	1.50	2.00
Imp (#122)	.4	1.75	2.50	3.00
Imp (#123)	.5	2.00	3.00	4.00
Kerrali (#170)	.PR	48.00	58.00	72.00
Khamsin Freelancer (#37)	.1	0.75	1.00	1.50
Khamsin Freelancer (#38)	.2	1.00	1.50	2.00
Khamsin Freelancer (#39)	.3	1.40	2.00	2.50
Khamsin Fuser (#40)	.1	0.75	1.00	1.50
Khamsin Fuser (#41)	.2	1.00	1.50	2.00
Khamsin Fuser (#42)	.3	1.40	2.00	2.50
Khuerat (#161)	.PR	55.00	65.00	75.00
Ki Devil (#133)	.3	1.40	2.00	2.50
Ki Devil (#134)	.4	2.00	3.00	4.00
Ki Devil (#135)	.5	3.00	4.00	5.00
Leech Medic (#43)	1	0.75	1.00	1.50
Leech Medic (#44)	.2	1.00	1.50	2.00
Leech Medic (#45)	.3	1.75	2.50	3.00
Liege Knight (#103)	.3	1.40	2.00	2.50
Liege Knight (#104)	.4	2.00	3.00	4.00
Liege Knight (#105)	.5	3.00	4.00	5.00
Living Elemental (#70)	.2	1.40	2.00	2.50
Living Elemental (#71)	.3	2.00	3.00	4.00
Living Elemental (#72)	.4	3.00	4.00	5.00
Magma Draconum (#157)	.5	23.00	33.00	43.00
Magus (#145)	.5	18.00	26.00	35.00
Magus Draconum (#158)	.5	23.00	33.00	43.00
Mending Prestess (#15)	1	1.00	1.25	1.75
Mending Prestess (#17)	.2	1.40	2.00	2.50
Mending Prestess (#18)	.3	2.00	3.00	4.00
Mystic Draconum (#159)	.5	23.00	33.00	43.00
Necromancer (#149)	.5	18.00	26.00	35.00
Neophant (#156)	.5	20.00	30.00	40.00
Nessa Nettle (#165)	.PR	50.00	60.00	72.00
Nightblade (#28)	.1	0.75	1.00	1.50
Nightblade (#29)	.2	1.00	1.50	2.00
Nightblade (#30)	.3	1.40	2.00	2.50
Nightstalker (#79)	.2	1.00	1.50	2.00
Nightstalker (#80)	.3	1.40	2.00	2.50
Nightstalker (#81)	.4	2.00	3.00	4.00
Noble Archer (#97)	.3	1.40	2.00	2.50
Noble Archer (#98)	.4	2.00	3.00	4.00
Noble Archer (#99)	.5	3.00	4.00	5.00
Oakes (#168)	.PR	55.00	65.00	75.00
Order of Vladd (#150)	.6	20.00	30.00	40.00
Paladin Prince (#153)	.6	14.00	20.00	24.00
Ramkare (#163)	.PR	60.00	70.00	83.00
Ranger (#22)	1	0.75	1.00	1.50
Ranger (#23)	.2	1.00	1.50	2.00
Ranger (#24)	.3	1.40	2.00	2.50
Ravarsh (#172)	.PR	53.00	63.00	75.00
Rowan (#166)	.PR	60.00	70.00	83.00
Royal Pikeman (#100)	.3	1.40	2.00	2.50
Royal Pikeman (#101)	.4	2.00	3.00	4.00
Royal Pikeman (#102)	.5	3.00	4.00	5.00
Screeching Terror (#82)	.2	1.00	1.50	2.00
Screeching Terror (#83)	.3	1.40	2.00	2.50
Screeching Terror (#84)	.4	2.00	3.00	4.00
Seething Knight (#73)	.2	0.75	1.00	1.50
Seething Knight (#74)	.3	1.00	1.50	2.00
Seething Knight (#75)	.4	1.40	2.00	2.50
Shade (#127)	.3	1.40	2.00	2.50
Shade (#128)	.4	2.00	3.00	4.00
Shade (#129)	.5	3.00	4.00	5.00
Shaman (#115)	3	3.00	4.00	5.00
Shaman (#116)	4	3.75	4.75	5.75
Shaman (#117)	5	4.50	6.00	8.00
Skeleton (#124)	.3	1.40	2.00	2.50
Skeleton (#125)	.4	2.00	3.00	4.00
Skeleton (#126)	.5	3.00	4.00	5.00
Slasher (#109)	.3	1.40	2.00	2.50
Slasher (#110)	.4	2.00	3.00	4.00
Slasher (#111)	.5	3.00	4.00	5.00
Snow (#174)	.PR	64.00	75.00	88.00
Steam Golem (#94)	.2	1.40	2.00	2.50
Steam Golem (#95)	.3	2.00	3.00	4.00
Steam Golem (#96)	.4	4.00	5.00	6.00
Storm Golem (#145)	.5	25.00	35.00	45.00
Temple Blademaster (#106)	3	1.40	2.00	2.50
Temple Blademaster (#107)	4	2.00	3.00	4.00
Temple Blademaster (#108)	5	3.00	4.00	5.00
Torenaor (#175)	.PR	50.00	60.00	72.00
Troll Artilerist (#67)	.2	1.40	2.00	2.50
Troll Artilerist (#68)	.3	2.00	3.00	4.00
Troll Artilerist (#69)	.4	3.00	4.00	5.00
Troll Brawler (#64)	.2	1.40	2.00	2.50
Troll Brawler (#65)	.3	2.00	2.75	3.25
Troll Brawler (#66)	.4	3.00	4.00	5.00
Troll Chieftain (#148)	.5	16.00	22.00	26.00
Utem Crossbowman (#1)	1	0.75	1.00	1.50
Utem Crossbowman (#2)	.2	1.25	1.75	2.25
Utem Crossbowman (#3)	.3	1.40	2.00	2.50
Utem Guardsman (#4)	1	0.75	1.00	1.50
Utem Guardsman (#5)	.2	1.25	1.75	2.25
Utem Guardsman (#6)	.3	1.40	2.00	2.50
Werebear (#139)	.3	1.40	2.00	2.50
Werebear (#140)	.4	2.00	3.00	4.00
Werebear (#141)	.5	3.00	4.00	5.00
Werewolf (#136)	.3	2.00	3.00	4.00
Werewolf (#137)	.4	3.00	4.00	5.00
Werewolf (#138)	.5	4.00	5.00	6.00
Wood Golem (#61)	.2	1.40	2.00	2.50
Wood Golem (#62)	.3	2.00	3.00	4.00
Wood Golem (#63)	.4	3.00	4.00	5.00
Woodland Scout (#13)	1	0.75	1.00	1.50
Woodland Scout (#14)	.2	1.00	1.50	2.00
Woodland Scout (#15)	.3	1.40	2.00	2.50
Wraith (#155)	.6	16.00	22.00	26.00
Zombie (#25)	1	0.75	1.00	1.50
Zombie (#26)	.2	1.00	1.50	2.00
Zombie (#27)	.3	1.40	2.00	2.50

MAGE KNIGHT: LANCERS

WIZKIDS–2001

Full Set including Promos		700.00	800.00	900.00
Abydor (#180)	.PR 6	65.00	80.00	95.00
Ankhar Archer on Ankhar (#130)	.3	1.40	2.00	2.50
Ankhar Archer on Ankhar (#131)	.4	2.00	3.00	4.00
Ankhar Archer on Ankhar (#132)	.5	4.00	5.00	6.00
Ankhar Butcher on Ankhar (#124)	.3	1.40	2.00	2.50
Ankhar Butcher on Ankhar (#125)	.4	2.00	3.00	4.00
Ankhar Butcher on Ankhar (#126)	.5	4.00	5.00	6.00
Arcane Draconum (#142)	6	40.00	34.00	60.00
Barber-Surgeon (#76)	.2	1.00	1.50	2.00
Barber-Surgeon (#77)	.3	1.75	2.50	3.00
Barber-Surgeon (#78)	.4	2.50	3.50	4.50
Bone Grinder (#73)	.2	1.00	1.50	2.00
Bone Grinder (#74)	.3	1.75	2.50	3.00
Bone Grinder (#75)	.4	2.50	3.50	4.50
Boomback (#155)	.PR 3	18.00	25.00	30.00
Cave Archer on Cave Runner (#127)	.3	1.40	2.00	2.50
Cave Archer on Cave Runner (#128)	.4	2.00	3.00	4.00
Cave Archer on Cave Runner (#129)	.5	4.00	5.00	6.00
Cave Butcher on Cave Runner (#121)	.3	1.40	2.00	2.50
Cave Butcher on Cave Runner (#122)	.4	2.00	3.00	4.00
Cave Butcher on Cave Runner (#123)	.5	4.00	5.00	6.00
Centaur Archer (#10)	1	1.00	1.50	2.00
Centaur Archer (#11)	.2	1.40	2.00	2.50
Centaur Archer (#12)	.3	2.00	3.00	4.00
Centaur Lieutenant (#52)	2	1.00	1.50	2.00
Centaur Lieutenant (#53)	.3	1.75	2.50	3.00
Centaur Lieutenant (#54)	.4	2.50	3.50	4.50
Centaur Outrider (#7)	.1	1.00	1.50	2.00
Centaur Outrider (#8)	.2	1.40	2.00	2.50
Centaur Outrider (#9)	.3	2.00	3.00	4.00
Champion on Heavy Warhorse (#137)	.5	22.00	30.00	38.00
Cormallen the Savior (#170)	.PR 5	60.00	75.00	90.00
Deepwood Sentinel (#34)	.1	1.00	1.50	2.00
Deepwood Sentinel (#35)	2	1.40	2.00	2.50
Deepwood Sentinel (#36)	3	2.00	3.00	4.00
Doomathlek (#163)	.PR 5	48.00	60.00	78.00
Elf-at-Arms (#28)	.1	1.00	1.50	2.00
Elf-at-Arms (#29)	.2	1.40	2.00	2.50
Elf-at-Arms (#30)	.3	2.00	3.00	4.00
Elrodon Lightfoot (#167)	PR 5	70.00	90.00	100.00
Elven Zealot (#61)	2	1.00	1.50	2.00
Elven Zealot (#62)	.3	1.75	2.50	3.00
Elven Zealot (#63)	.4	2.50	3.50	4.50
Faith Healer (#64)	2	1.00	1.50	2.00
Faith Healer (#65)	.3	1.75	2.50	3.00
Faith Healer (#66)	.4	2.50	3.50	4.50
Fell Banshee on Skeletal Fell Beast (#103)	.3	1.40	2.00	2.50
Fell Banshee on Skeletal Fell Beast (#104)	.4	2.00	3.00	4.00
Fell Banshee on Skeletal Fell Beast (#105)	.5	4.50	5.50	6.50
Fell Reaper on Skeletal Fell Beast (#97)	.3	1.40	2.00	2.50
Fell Reaper on Skeletal Fell Beast (#98)	.4	2.00	3.00	4.00
Fell Reaper on Skeletal Fell Beast (#99)	.5	4.50	5.50	6.50
Flesh Golem (#55)	.2	1.00	1.50	2.00
Flesh Golem (#56)	.3	1.75	2.50	3.00
Flesh Golem (#57)	.4	2.50	3.50	4.50
Gale Bronzeboss (#149)	PR 4	20.00	30.00	40.00
Gishki (#156)	PR 3	20.00	30.00	40.00
Goblin Archer (#43)	.1	1.00	1.50	2.00
Goblin Archer (#44)	.2	1.40	2.00	2.50
Goblin Archer (#45)	.3	2.00	3.00	4.00
Goblin Cannibal (#40)	.1	1.00	1.50	2.00
Goblin Cannibal (#41)	.2	1.40	2.00	2.50
Goblin Cannibal (#42)	.3	2.00	3.00	4.00
Goblin Grenadier (#37)	.1	1.00	1.50	2.00
Goblin Grenadier (#38)	.2	1.40	2.00	2.50
Goblin Grenadier (#39)	.3	2.00	3.00	4.00
Goblin Volunteer (#46)	.1	1.00	1.50	2.00
Goblin Volunteer (#47)	.2	1.40	2.00	2.50
Goblin Volunteer (#48)	.3	2.00	3.00	4.00
Gren Ivydown (#152)	.PR 4	25.00	35.00	45.00
Gulthek Gaddar (#171)	PR 5	48.00	60.00	78.00
Hec Hebrodia (#166)	PR 5	55.00	70.00	85.00
Harrowblade Broor (#172)	PR 5	45.00	55.00	85.00
Heavy Cavalier on Heavy Warhorse (#118)	.3	1.40	2.00	2.50
Heavy Cavalier on Heavy Warhorse (#119)	.4	2.00	3.00	4.00
Heavy Cavalier on Heavy Warhorse (#120)	.5	4.00	5.00	6.00
Heavy Lancer on Heavy Warhorse (#112)	.3	1.40	2.00	2.50
Heavy Lancer on Heavy Warhorse (#113)	.4	2.00	3.00	4.00
Heavy Lancer on Heavy Warhorse (#114)	.5	4.00	5.00	6.00
Hierajet (#162)	.PR 5	50.00	62.00	80.00
High Battle Mage on Scorpion Mount (#133)	.6	25.00	30.00	40.00
High Elf General (#139)	.6	20.00	30.00	38.00
Huntsman (#58)	.2	1.00	1.50	2.00
Huntsman (#59)	.3	1.75	2.50	3.00
Huntsman (#60)	.4	2.50	3.50	4.50
Iron Lung (#4)	1	1.00	1.25	1.75
Iron Lung (#5)	.2	1.40	2.00	2.50
Iron Lung (#6)	.3	2.00	3.00	4.00
Jokarn the Fish (#144)	.PR 4	20.00	30.00	40.00
Karnandira (#161)	.PR 6	48.00	60.00	78.00
Keening Daemona (#165)	PR 6	60.00	75.00	90.00
Khamsin Gunslinger (#22)	1	1.00	1.50	2.00
Khamsin Gunslinger (#23)	2	1.40	2.00	2.50
Khamsin Gunslinger (#24)	3	2.00	3.00	4.00
King of the Dead on Skeletal Fell Beast (#135)	.5	20.00	30.00	38.00
Laurelt (#148)	.PR 4	22.00	32.00	42.00
Loh (#141)	.6	19.00	24.00	30.00
Light Cavalier on Light Warhorse (#115)	.3	1.40	2.00	2.50
Light Cavalier on Light Warhorse (#116)	.4	2.00	3.00	4.00
Light Cavalier on Light Warhorse (#117)	.5	4.00	5.00	6.00
Light Lancer on Light Warhorse (#109)	.3	1.40	2.00	2.50
Light Lancer on Light Warhorse (#110)	.4	2.00	3.00	4.00
Light Lancer on Light Warhorse (#111)	.5	4.00	5.00	6.00
Lightning Talisman (#150)	PR 4	20.00	30.00	40.00
Longbow Archer (#31)	.1	1.00	1.50	2.00
Longbow Archer (#32)	.2	1.40	2.00	2.50
Longbow Archer (#33)	.3	2.00	3.00	4.00
Lurker (#16)	1	1.00	1.50	2.00
Lurker (#17)	.2	1.40	2.00	2.50
Lurker (#18)	.3	2.00	3.00	4.00
Marsh Zombie (#13)	1	1.00	1.50	2.00
Marsh Zombie (#14)	.2	1.40	2.00	2.50
Marsh Zombie (#15)	.3	2.00	3.00	4.00
Martyr on Light Warhorse (#138)	.6	20.00	30.00	35.00
Mooos Crackshot (#157)	PR 3	19.00	25.00	30.00
Nightmare Banshee on Nightmare (#106)	.3	1.40	2.00	2.50
Nightmare Banshee on Nightmare (#107)	.4	2.00	3.00	4.00
Nightmare Banshee on Nightmare (#108)	.5	4.50	5.50	6.50
Nightmare Reaper on Nightmare (#100)	.3	1.40	2.00	2.50
Nightmare Reaper on Nightmare (#101)	.4	2.00	3.00	4.00
Nightmare Reaper on Nightmare (#102)	.5	4.00	5.00	6.00
Nuran the Tooth (#174)	PR 5	42.00	52.00	62.00
Podo (#158)	PR 3	19.00	25.00	30.00
Rathgad Thunderhoof (#168)	.PR 6	55.00	80.00	95.00
Rendark (#148)	.PR 3	18.00	25.00	30.00
Scarabet (#159)	.PR 5	55.00	70.00	85.00
Scorpern Crossbowman on Scorpion Mount (#91)	.3	1.40	2.00	2.50
Scorpern Crossbowman on Scorpion Mount (#92)	.4	2.00	3.00	4.00
Scorpern Crossbowman on Scorpion Mount (#93)	.5	4.00	5.00	6.00
Scorpern Gunner on Scorpion Mount (#85)	.3	1.40	2.00	2.50
Scorpern Gunner on Scorpion Mount (#86)	.4	2.00	3.00	4.00
Scorpern Gunner on Scorpion Mount (#87)	.5	4.00	5.00	6.00
Scythapex (#164)	.PR 6	70.00	90.00	100.00
Shazardek (#143)	.PR 4	20.00	30.00	40.00
Shield Maiden (#19)	1	1.00	1.50	2.00
Shield Maiden (#20)	.2	1.40	2.00	2.50
Shield Maiden (#21)	.3	2.00	3.00	4.00
Sheldwall Knight (#67)	.2	1.00	1.50	2.00
Sheldwall Knight (#68)	.3	1.75	2.50	3.00
Sheldwall Knight (#69)	.4	2.50	3.50	4.50
Shursbem (#147)	.PR 3	19.00	25.00	30.00
Snaqu (#173)	.PR 6	46.00	56.00	68.00
Soaring Crossbowman on Dragonfly Mount (#94)	.3	1.40	2.00	2.50
Soaring Crossbowman on Dragonfly Mount (#95)	.4	2.00	3.00	4.00
Soaring Crossbowman on Dragonfly Mount (#96)	.5	4.50	5.50	6.50
Soaring Gunner on Dragonfly Mount (#88)	.3	1.40	2.00	2.50
Soaring Gunner on Dragonfly Mount (#89)	.4	2.00	3.00	4.00
Soaring Gunner on Dragonfly Mount (#90)	.5	4.50	5.50	6.50
Specter (#79)	.2	1.00	1.50	2.00
Specter (#80)	.3	1.75	2.50	3.00
Specter (#81)	.4	2.50	3.50	4.50
Squire (#25)	.1	1.00	1.50	2.00
Squire (#26)	.2	1.40	2.00	2.50

MONEY MAKER

DRAUGHT OF LIVING DEATH

Magic's not the only game with a powerful Living Death card. This *Harry Potter* CCG spell hits cheaply for a whopping 12 damage to anything you wish, killing any creature in the game or getting your opponent perilously close to losing. With healing spells like Elixir Of Life or characters like Snape in play, you'll be able to run your opponent out of cards before they can say Hogwarts. Watch for it to jump a couple of bucks—in Muggle money, that is.



MAGE KNIGHT DATA

W=WEAK S=STANDARD T=TOUGH PR=PROMOTIONAL

1-2 COMMON 3-4 UNCOMMON 5-6 RARE

Squire (#27)	.3	2.00	3.00	4.00
Squire Thommas (#151)	PR 3	18.00	25.00	30.00
Taska Lakelore (#154)	PR 4	25.00	35.00	45.00
Taskmaster (#140)	.6	19.00	30.00	30.00
Technomancer (#49)	.2	1.00	1.50	2.00
Technomancer (#50)	.3	1.75	2.50	3.00
Technomancer (#51)	.4	2.50	3.50	4.50
Techun on Dragonfly Mount (#134)	.6	20.00	30.00	38.00
Tribal Brute (#70)	.2	1.00	1.50	2.00
Tribal Brute (#71)	.3	1.75	2.50	3.00
Tribal Brute (#72)	.4	2.50	3.50	4.50
Uhlrik Charger on Nightmare (#136)	.6	20.00	30.00	36.00
Whelp (#82)	.2	1.40	2.00	2.50
Whelp (#83)	.3	2.00	3.00	4.00
Whelp (#84)	.4	3.00	4.00	5.00
Whirling Golem (#1)	.1	1.00	1.25	1.75
Whirling Golem (#2)	.2	1.40	2.00	2.50
Whirling Golem (#3)	.3	1.75	2.75	3.50
Willow Rock (#153)	PR 3	18.00	25.00	30.00
Woodroot (#145)	PR 4	30.00	40.00	50.00
Yanna Fairhame (#169)	PR 6	75.00	92.00	105.00

MAGE KNIGHT PROMOS AND SPECIAL RELEASES

WIZKIDS–2001

Attenteam Ram	19.00	25.00	30.00
Black Powder Rebel War Wagon	19.00	25.00	30.00
Black Thorn	100.00	125.00	155.00
Great Fire Dragon	19.00	25.00	30.00
Polar Ice Dragon	19.00	25.00	30.00
Raydan Marz	125.00	165.00	200.00
Treasure Chest (assorted)	20.00	30.00	40.00
Venomous Shadow Dragon	19.00	25.00	30.00

MAGI-NATION: DUEL

INTERACTIVE IMAGINATION–2000

Full Set including Ultra-Rares	100.00	150.00	180.00
Commons	.05	.10	.20
Uncommons	.25	.50	.75

Median FOIL cards' prices are 2.5x-4x their non-FOIL versions. Unlimited versions of cards are worth 0.8x-0.8x the limited versions listed below.

Amulet of Oyibor	R	2.00	3.50	4.00
Arderial's Crown	R	3.00	4.00	5.00
Ashgar	R	3.00	4.00	5.00
Ayebow	R	2.50	3.50	4.50
Balamant	R	3.00	4.00	5.00
Barak	R	3.50	4.50	5.50
Bhater	R	3.00	4.00	5.00
Blu	R	3.00	4.00	5.00
Book of Life	R	2.50	3.50	4.50
Cave Hyren	R	2.00	3.00	4.00
Cave In	R	2.50	3.50	4.50
Coral Hyren	R	2.50	3.50	4.50
Cyclone Vashp	R	2.00	3.00	4.00
Deep Hyren	R	2.50	3.50	4.50
Eclipse	R	1.75	2.75	3.00
Energy Band	R	2.00	3.00	4.00
Entangle	R	2.00	3.00	4.00
Evu	R	3.00	4.00	5.00
Fissure Control	R	4.25	5.50	6.50
Flame Hyren	R	2.00	3.00	4.00
Flood of Energy	R	2.00	3.00	4.00
Giant Korrit	R	2.00	3.00	4.00
Giant Parathir	R	4.00	5.00	6.00
Giant Parmalag	R	2.00	3.00	4.00
Gloves of Crystal	R	2.50	3.50	4.50
Gorgle's Ring	R	2.00	3.00	4.00
Greater Vase	R	2.50	3.50	4.50
Heat Lens	R	4.00	5.00	6.00
Hubdra's Spear	R	2.50	3.50	4.50
Hyren's Call	R	3.00	4.00	5.00
Jaela	R	4.00	5.00	6.00
Lovian	R	2.00	3.00	4.00
Magam	R	3.50	4.50	5.50
Magma Hyren	R	3.00	4.00	5.00
Megathan	R	3.50	4.50	5.50
Mobis	R	4.50	6.00	8.00
Motash	R	4.50	6.00	8.00
Motash's Staff	R	2.00	3.00	4.00
Nimbulo	R	4.00	5.00	6.00
O'Que	R	5.00	7.00	9.00
Ore	R	4.25	5.50	6.50
Orathan	R	2.00	3.00	4.00
Orathan Flyer	R	5.00	8.00	10.00
Orish	R	6.00	8.00	10.00
Ormagon	R	4.00	5.00	6.00
Orothean Gloves	R	2.50	3.50	4.50
Orwin	R	4.25	5.50	6.50
Orwin's Staff	R	3.00	4.00	5.00
Plethieus	R	2.00	3.00	4.00
Raxis	R	2.00	3.00	4.00
Rod of Coals	R	2.00	3.00	4.00
Sap of Life	R	2.00	3.00	4.00
Scroll of Fire	R	4.00	5.00	6.00
Spirit of the Flame	R	2.00	3.00	4.00
Staff of Korrits	R	2.00	3.00	4.00
Stagedan	R	5.00	7.00	9.00
Storm Cloud	R	2.00	3.00	4.00
Storm Ring	R	3.00	4.00	5.00
Thunder Hyren	R	4.00	5.00	6.00
Thunderquake	R	10.00	15.00	18.00
Timber Hyren	R	3.00	4.00	5.00
Trug	R	3.00	4.00	5.00
Twee	R	2.00	3.00	4.00
Typhoon	R	2.50	3.50	4.50
Ulk	R	4.00	5.00	6.00
Vaal	R	2.00	3.00	4.00
Velkup	R	2.00	3.00	4.00
Vulbor	R	2.50	3.50	4.50
Wence	R	4.50	6.00	8.00
Will of Orothe	R	4.50	6.00	8.00

MAGI-NATION: DUEL: AWAKENING

INTERACTIVE IMAGINATION–2001

Full Set including Ultra-Rares	100.00	150.00	180.00
Commons	.05	.10	.20
Uncommons	.25	.50	.75

Median FOIL cards' prices are 2.5x-4x their non-FOIL versions.

Abwyn's Quill	R	2.75	3.75	4.75
Agram	R	4.50	6.00	8.00
Alabar Gloves	R	2.00	3.00	4.00
Anarchy	R	1.75	2.50	3.00
Ash Hyren	R	2.25	3.25	4.25
Black Agovo	R	1.75	2.50	3.00
Blight	R	2.00	3.00	4.00
Bacus	R	2.75	3.75	4.75
Bragole	R	6.00	8.00	10.00
Brank	R	6.00	8.00	10.00
Chaos Jile	R	1.75	2.50	3.00
Chaos Sphere	R	3.00	4.00	5.00
Core Hyren	R	3.75	4.75	5.75
Cry of Thunder	R	5.75	7.75	9.75
Crystal Jile	R	2.00	2.75	3.25
Darkbraed Hyren	R	5.50	7.50	9.50
Deadfall	R	2.00	2.75	3.25
Dryte Fiend	R	1.75	2.50	3.00
Entomb	R	5.00	7.00	9.00
Essence of Naroom	R	1.75	2.50	3.00
Forest Blessing	R	1.75	2.50	3.00
Forest Hyren	R	5.00	7.00	9.00
Furok Guardian	R	4.00	5.00	6.00
Gaea	R	1.75	2.50	3.00
Gorath	R	5.00	7.00	9.00
Gorgle's Curse	R	3.00	4.00	5.00
Gorgle's Glasses	R	2.00	3.00	4.00
Gremm's Hammer	R	4.00	5.00	6.00
Grubble	R	2.00	3.00	4.00
Horror	R	1.75	2.50	3.00
Hubdra's Cube	R	4.50	6.00	8.00
Hyasher	R	2.00	2.75	3.25
J'Lith	R	2.00	2.75	3.25
Jore	R	5.00	6.50	8.50
Kallus	R	2.00	2.75	3.25
Korg & Zet	R	5.00	6.50	8.50
Korramar	R	4.50	6.00	8.00
Lanyx	R	1.75	2.50	3.00
Morag	R	1.75	2.50	3.00
Nagsa	R	1.75	2.50	3.00
Night Hyren	R	4.00	5.00	6.00
Orothean Horn	R	2.00	2.75	3.25
Pillar of Brine	R	2.00	2.75	3.25
Raega	R	5.75	7.75	9.75
Rayje's Band	R	3.00	4.00	5.00
Rayje's Belt	R	9.50	12.00	15.00
Rayje's Boots	R	3.00	4.00	5.00
Reef Hyren	R	4.25	5.50	7.00
Rock Hyren	R	4.50	6.00	8.00
Sarazen Guard	R	4.50	6.00	8.00
Shadow Cloak	R	5.75	7.75	9.75
Slader's Mantle	R	2.00	2.75	3.25
Sorrsah	R	5.00	7.00	9.00
Sperri	R	5.00	7.00	9.00
Tiller	R	3.50	4.50	5.50
Trygar	R	2.00	3.00	4.00
Tunnel Hyren	R	6.00	8.00	10.00
Tunneler's Boots	R	1.75	2.50	3.00
Ugger	R	1.75	2.50	3.00
Van	R	2.50	3.50	4.50
Voda	R	3.00	4.00	5.00
Vrill	R	2.50	3.50	4.50
Warhum	R	5.00	7.00	9.00
Wasperine	R	3.00	4.00	5.00
Weave Hyren	R	4.50	6.00	8.00
Wermac	R	2.00	3.00	4.00
Wildfire	R	5.00	7.00	9.00

MAGI-NATION: PROMO CARDS

INTERACTIVE IMAGINATION–2001

Unlisted Promos		75	1.00	1.50
Abaquist	PR	1.40	2.00	2.50
Agovo	PR	1.40	2.00	2.50
Ancestral Flute	PR	1.40	2.00	2.50
Arbolt	PR	1.40	2.00	2.50
Artyva	PR	2.00	3.00	4.00
Ashgar (Foil)	PR	8.00	10.00	12.50
Balamant Pup	PR	1.40	2.00	2.50
Balso Root	PR	1.40	2.00	2.50
Barak (Foil)	PR	8.00	10.00	12.50
Blu (Foil)	PR	8.00	10.00	12.50
Bo' Asha	PR	2.00	3.00	4.00
Book of Life	PR	1.40	2.00	2.50
Bwill	PR	1.40	2.00	2.50
Cave Hyren	PR	2.00	3.00	4.00
Cloud Narth	PR	1.40	2.00	2.50
Cloud Scentre	PR	1.40	2.00	2.50
Colossus	PR	2.00	3.00	4.00
Coral Hyren	PR	1.40	2.00	2.50
Corf Pearl	PR	1.40	2.00	2.50
Deep Hyren	PR	2.00	3.00	4.00
Eclipse	PR	1.40	2.00	2.50
Eldon	PR	8.00	10.00	12.50
Eldor (Foil)	PR	14.00	20.00	24.00
Energy Band	PR	1.40	2.00	2.50
Energy Band (Foil)	PR	4.00	5.00	6.00
Enrich (Foil)	PR	4.00	5.00	6.00
Evil Evu	PR	2.00	3.00	4.00
Evu (Foil)	PR	8.00	10.00	12.50
Fire Ball	PR	1.40	2.00	2.50
Fire Choso	PR	1.40	2.00	2.50
Fire Grag	PR	1.40	2.00	2.50
Flame Control	PR	4.00	5.00	6.00
Gia	PR	10.00	15.00	18.00
Gia (Foil)	PR	14.00	20.00	24.00
Giant Carillion	PR	1.40	2.00	2.50
Giant Parathir	PR	2.00	3.00	4.00
Grail	PR	2.00	3.00	4.00
Grow (Foil)	PR	4.00	5.00	6.00
Gruk	PR	1.40	2.00	2.50
Hok	PR	2.00	3.00	4.00
Hrada	PR	2.00	3.00	4.00
Hubdra's Spear	PR	1.40	2.00	2.50
Jaela (Foil)	PR	14.00	20.00	24.00
Kazm	PR	2.00	3.00	4.00
Korg	PR	10.00	15.00	18.00
Korg (Foil)	PR	14.00	20.00	24.00
Kybar's Teeth Preview deck	PR	6.00	8.00	10.00
Lava Balamant	PR	2.00	3.00	4.00
Leaf Hyren	PR	2.00	3.00	4.00
Lightning Hyren	PR	2.00	3.00	4.00
Lovian	PR	1.40	2.00	2.50
Magam (Foil)	PR	8.00	10.00	12.50
Mobis (Foil)	PR	8.00	10.00	12.50
Motash (Foil)	PR	8.00	10.00	12.50
Naroom Preview deck	PR	30.00	40.00	50.00
Nimbulo (Foil)	PR	8.00	10.00	12.50
O'Que (Foil)	PR	8.00	10.00	12.50
Ora (Foil)	PR	8.00	10.00	12.50
Orion	PR	2.00	3.00	4.00
Orothe Preview deck	PR	30.00	40.00	50.00
Orothean Goggles	PR	1.40	2.00	2.50
Orwin	PR	6.00	8.00	10.00
Orwin (Foil)	PR	8.00	10.00	12.50
Pharan	PR	1.40	2.00	2.50
Pond	PR	2.00	3.00	4.00
Power of the Creators	PR	18.00	25.00	30.00
Quirk	PR	2.00	3.00	4.00
Rayje's Cloak	PR	4.00	5.00	6.00
Rayje's Sword	PR	4.00	5.00	6.00
Relic Mirror	PR	1.40	2.00	2.50
Relic Stalker	PR	1.40	2.00	2.50
Ring of Secrets	PR	1.40	2.00	2.50
Robe of Vines	PR	1.40	2.00	2.50
Rock Hyren	PR	4.00	5.00	6.00
Sap of Life	PR	1.40	2.00	2.50
Shadow Naroom Preview deck	PR	6.00	8.00	10.00
Shimmer	PR	2.00	3.00	4.00
Shockwave	PR	1.40	2.00	2.50
Shooting Star	PR	1.40	2.00	2.50
Shooting Star (Foil)	PR	4.00	5.00	6.00
Sinder	PR	2.00	3.00	4.00
Staff of Hyrens	PR	1.40	2.00	2.50
Stradus	PR	2.00	3.00	4.00
Straq	PR	2.00	3.00	4.00
Submerce	PR	1.40	2.00	2.50
Submerce (Foil)	PR	4.00	5.00	6.00
Syphon Vortex	PR	1.40	2.00	2.50
Tap Roots	PR	1.40	2.00	2.50
The Dark Twins	PR	8.00	10.00	12.50
Thunder Hyren	PR	2.00	3.00	4.00
Thunderquake (Foil)	PR	40.00	50.00	60.00
Timber Hyren	PR	2.00	3.00	4.00
Tomorrow's Jewel	PR	4.00	5.00	6.00
Tony Jones	PR	8.50	12.00	15.00
Trug (Foil)	PR	8.00	10.00	12.50
Typhoon	PR	1.40	2.00	2.50
Ulk (Foil)	PR	8.00	10.00	12.50
Undertow	PR	1.40	2.00	2.50
Vortex of Knowledge	PR	1.40	2.00	2.50
Warrada	PR	2.00	3.00	4.00
Warrior's Boots (Foil)	PR	10.00	15.00	18.00
Wasperine	PR	2.00	3.00	4.00
Water of Life	PR	1.40	2.00	2.50
Weave Hyren	PR	3.00	4.00	5.00
Weave Preview deck	PR	6.00	8.00	10.00
Wence (Foil)	PR	8.00	10.00	12.50
Yaxi	PR	2.00	3.00	4.00
Zet	PR	6.00	10.00	12.50
Zet (Foil)	PR	14.00	20.00	24.00

STRANGE BREW

FRUIT LOOPS

Okay, forget that the item cards in *Survivor* are as exciting as your momma's laundry hamper; they're an important part of the show and provide strategy for the CCG. Toothbrush, shampoo, soy sauce... But what if we got to choose the rewards? How about a life-size Pam Anderson Blow-Up Doll, Two Hours Of EverQuest or Powdered Rhino Horn? Rewards like these could only make both games more interesting. We still lie awake wondering what Rudy could've done with a cattle-prod or Atomic Disintegration Pistol.



SURVIVOR

UPPER DECK–2001

Full Set (150 cards)	95.00	125.00	150.00
Commons	.10	.25	.35
Unlisted Starter Deck Cards	.10	.25	.35
Uncommons	.25	.50	.75
Abandoned Barracks	R	1.00	1.50	2.00
All-Female Alliance	R	1.40	2.00	2.50
All-Male Alliance	R	1.00	1.50	2.00
Archery	R	1.75	2.50	3.00
B.B.	R	3.00	4.00	5.00
Bamboozled	R	1.00	1.50	2.00
Betray an Alliance	R	1.40	2.00	2.50
Break an Alliance	R	1.00	1.50	2.00
Buried Treasure	R	2.50	3.50	4.50
Colleen	R	4.00	5.00	6.00
Create Your Own Castaway (10 different)	SD	4.00	5.00	6.00
Dirk	R	2.50	3.50	4.50
Eliminate the Competition	R	4.00	5.00	6.00
End of the Line	R	0.75	1.00	1.50
Fallen Comrades	R	2.00	3.00	4.00
Fast Fire	R	0.75	1.00	1.50
Greg	R	4.50	5.50	6.50
In From the Deep	R	1.75	2.50	3.00
Kelly	R	3.50	4.50	4.50
Kimmi	PR	8.00	10.00	12.50
Making Friends	R	2.00	3.00	4.00
Mud Pack	R	1.40	2.00	2.50
Obstacle Course	R	1.75	2.50	3.00
Out on a Limb	R	1.40	2.00	2.50
Rescue Mission	R	0.75	1.00	1.50
Reward Challenge	R	2.00	3.00	4.00
Rivalry	R	1.40	2.00	2.50
Rudy	R	4.50	5.50	6.50
Solidify an Alliance	R	1.75	2.50	3.00
Squared Off	R	1.75	2.50	3.00
Survivor Witch Hunt	R	1.75	2.50	3.00
Winning Personality	R	2.00	3.00	4.00
Gervase	SD	1.40	2.00	2.50
Gretchen	SD	1.40	2.00	2.50
Jenna	SD	1.40	2.00	2.50
Joel	SD	1.40	2.00	2.50
Ramona	SD	1.40	2.00	2.50
Richard	SD	3.00	4.00	5.00
Sean	SD	1.40	2.00	2.50
Sonja	SD	1.40	2.00	2.50
Stacey	SD	1.00	1.50	2.00
Sue	SD	1.40	2.00	2.50

WARLORD Price Guide

SURVIVOR: OUTBACK

UPPER DECK–2001

Full Set (150 cards)		80.00	100.00	125.00
Commons		.10	.25	.35
Uncommons		.25	.50	.75
Alice	R	2.00	3.00	4.00
Amber	R	3.00	4.00	5.00
Amber (auto.)	PR	36.00	47.00	56.00
Change the Challenge	R	1.75	2.50	3.00
Colby	R	4.00	5.00	6.00
Debb	R	2.00	3.00	4.00
Dinner's on Me	R	1.75	2.50	3.00
Drought	R	1.75	2.50	3.00
Elisabeth	R	4.50	6.00	8.00
Elisabeth (auto.)	PR	45.00	54.00	65.00
Fishing Hole	R	2.00	3.00	4.00
Flash Flood	R	1.75	2.50	3.00
Gervase (auto.)	PR	17.00	24.00	28.00
Helping a Friend	R	2.00	3.00	4.00
Immunity Head Dress	R	2.00	3.00	4.00
Immunity Idol	R	2.00	3.00	4.00
Injured Team Member	R	1.75	2.50	3.00
Jeff	R	2.00	3.00	4.00
Jenna (auto.)	PR	38.00	48.00	58.00
Jerri	R	4.00	5.00	6.00
Keith	R	2.00	3.00	4.00
Keith (auto.)	PR	19.00	25.00	30.00
Kel	R	2.00	3.00	4.00
Kimmi	R	3.50	4.50	5.50
Kimmi (auto.)	PR	28.00	36.00	46.00
Lightning	R	1.40	2.00	2.50
Mad Dog Marolyn	R	2.00	3.00	4.00
Michael	R	1.40	2.00	2.50
Michael (auto.)	PR	24.00	32.00	40.00
Mitchell	R	2.00	3.00	4.00
Nick	R	2.00	3.00	4.00
Nick (auto.)	PR	19.00	25.00	30.00
Rodger "Kentucky Joe"	R	3.00	4.00	5.00
Rodger (auto.)	PR	20.00	27.00	32.00
Sean (auto.)	PR	16.00	23.00	26.00
Strength in Numbers	PR	4.50	6.00	8.00
The Tribes Merge	R	1.75	2.50	3.00
Tina	R	3.00	4.00	5.00
Tina (auto.)	PR	20.00	27.00	32.00
Too Many Chiefs	R	1.75	2.50	3.00
Trust No One	R	1.75	2.50	3.00
Unanimous Voting	R	1.40	2.00	2.50

WARLORD: SAGA OF THE STORM

ALDERAC ENTERTAINMENT–2001

Full Set		200.00	250.00	300.00
Unlisted Commons		.10	.25	.35
Unlisted Uncommons		.25	.50	.75
Unlisted Rares		2.00	3.00	4.00
Alesandressa	R	4.00	5.00	6.00
Amulet of Illusion	R	3.00	4.00	5.00
Anandale's Armor	R	3.00	4.00	5.00
Assassination	R	4.50	5.50	6.50
Balmtear's Potion	R	3.00	4.00	5.00
Bar Fight	R	3.50	4.50	5.50
Boots of Speed	PR	4.00	5.00	6.00
Chain Lightning	R	4.00	5.00	6.00
Cleave	R	3.00	4.00	5.00
Cloak of Protection	PR	8.00	10.00	12.50
Cordeos	R	3.50	4.50	5.50
Count Damien	R	3.00	4.00	5.00
Crown of Command	PR	8.00	10.00	12.50
Crushbone Mace	PR	14.00	20.00	24.00
Crystalsphere Staff	R	2.50	3.50	4.50
Cure Lethal Wounds	R	2.50	3.50	4.50
Danan Windson	R	3.00	4.00	5.00
Demon of Kvar	R	3.00	4.00	5.00
Duncan Kinslayer	R	3.00	4.00	5.00
Dwarven Signet	R	2.50	3.50	4.50
Extinction	R	2.50	3.50	4.50
Felt Anjaran	R	3.00	4.00	5.00
Final Stand	R	2.50	3.50	4.50
Full Plate	R	2.50	3.50	4.50
Glyph of Fate	R	4.00	5.00	6.00
Glyph of Healing	PR	14.00	20.00	24.00
Great Cleave	R	3.50	4.50	5.50
Grey Elf's Gratitude	R	2.50	3.50	4.50
Hammer of Peronor	R	2.50	3.50	4.50
Hauak	R	2.50	3.50	4.50
If You Still Breathe	R	2.50	3.50	4.50
Imperial Amulet	PR	8.00	10.00	12.50
Inferno	R	3.00	4.00	5.00
Johan Halfblooded	R	4.00	5.00	6.00
Kerabrus	R	3.50	4.50	5.50
King Xod	R	4.00	5.00	6.00
Kohn Peacehand	R	3.00	4.00	5.00
Lady Ersane	R	2.50	3.50	4.50
Lathos	R	2.50	3.50	4.50
Lieutenant Dunbar	R	3.00	4.00	5.00
Lord Gahld Rellion	R	2.75	3.75	4.75
Loyalty's Reward	R	2.50	3.50	4.50
Mail of Virtue	R	2.50	3.50	4.50
Mass Blessing	R	3.50	4.50	5.50
Master Anandale	R	3.00	4.00	5.00
Maximilian	R	3.00	4.00	5.00
Meteor Swarm	R	3.00	4.00	5.00
Poison	R	3.00	4.00	5.00
Power Word: Kill	R	3.00	4.00	5.00
Prince Alaric	R	3.00	4.00	5.00
Princess Dashkova	R	3.50	4.50	5.50
Rahku Mennanakh	R	3.00	4.00	5.00
Relentless	R	2.50	3.50	4.50
Robe of the Wind	R	2.50	3.50	4.50
Rod of Roaring Flames	R	3.00	4.00	5.00
Rod of Striking	PR	4.00	5.00	6.00
Rrashe	R	2.50	3.50	4.50
Sethask	R	3.00	4.00	5.00
Signon's Armor	R	3.00	4.00	5.00
Sir Sorions d'Ilchant	R	3.00	4.00	5.00
Slayer's Torre	PR	14.00	20.00	24.00
Slovien	R	2.50	3.50	4.50
Sorasha	R	3.50	4.50	5.50
Soul Stealer	PR	8.00	10.00	12.50
Staff of War	R	2.50	3.50	4.50
Summon Avatar	R	4.00	5.00	6.00
Summon Champion	R	1.75	2.50	3.00
Summon Monster	R	1.75	2.50	3.00
Symbol of Kerebrus	PR	5.50	7.50	9.50
Tears of the Storm	R	2.50	3.50	4.50
Tepheroth	R	3.00	4.00	5.00
The Beast Knight	R	3.00	4.00	5.00
The King's Lady	R	3.00	4.00	5.00
Too Fast to See	R	2.50	3.50	4.50
Toren Yscar	R	4.00	5.00	6.00
Turned to Stone	R	2.50	3.50	4.50
Uther Killer-of-Bears	R	3.50	4.50	5.50
Vahdrok the Crippler	R	2.50	3.50	4.50
Varg	R	3.00	4.00	5.00
Wyvernskin Robe	R	2.50	3.50	4.50
Wyvernsting Bow	R	2.50	3.50	4.50
Yedraw's Tooth	R	4.00	5.00	6.00

WARLORD: ASSASSINS' STRIKE

ALDERAC ENTERTAINMENT–2001

Full Set		100.00	125.00	175.00
Commons		0.05	0.10	0.20
Uncommons		0.25	0.40	0.50
Unlisted Rares		2.00	3.00	4.00
Alhana Gamecourt	R	2.25	3.25	4.25
Amulet of Force	R	3.00	4.00	5.00
Baroness Lucana	R	2.50	3.50	4.50
Blackwind	R	4.50	6.00	8.00
Bracers of Ogre Power	R	3.25	4.25	5.25
Breastplate of Power	R	3.50	4.50	5.50
Daedelle	R	2.25	3.25	4.25
Doombringer	R	2.25	3.25	4.25
Dragonscale Shield	R	2.00	2.75	3.25
Masterwork Armor	PR	10.00	15.00	18.00
Nightmist Cloak	R	2.50	3.50	4.50
Portable Hole	R	2.50	3.50	4.50
Punch Daggers	PR	4.00	5.00	6.00
Rac Ironbone	R	4.00	5.00	6.00
Rod of Absorption	PR	20.00	30.00	40.00
Teeth	R	4.50	5.50	6.50
Thunderhammer	R	3.50	4.50	5.50
Vorpal Blade	R	3.25	4.25	5.25
Wheel of Fate	R	2.25	3.25	4.25
Whirlwind Attack	R	3.00	4.00	5.00

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All-Star Games
909-598-4700
2773 Diamond Bar Blvd.
Diamond Bar, CA
91765-3513

Alternate Dimensions
305-598-1771
10049 S.W. 72 St.
Miami, FL 33173

Be A Gamer
847-844-7499
741 S. Route 31
W. Dundee, IL 60118

Big Bob's
903-813-0508
4520 Texoma Pkwy. Suite K
Sherman, TX 75090

Boardwalk & Park Place
864-297-6924
700 Haywood Rd. #303
Greenville, SC 29607

Castle Comics & Cards
765-474-1110
2133 S. 4th St.
Lafayette, IN 47905

Cerebral Hobbies
919-929-0021
128 E. Franklin St.
Chapel Hill, NC 27514

Changing Hands Book Shoppe
417-623-6699
528 Virginia Ave.
Joplin, MO 64801

Cheese Boy Comics
702-990-0288
8826 S. Eastern Suite 113
Las Vegas, NV 89123

Coliseum Of Comics
407-240-7882
4722 S. Orange Blossom Trail
Orlando, FL 32839

Comic Heaven
440-942-6960
4847 Robinhood Dr.
Willoughby, OH 44094

Days of Knights
302-366-0963
173 E. Main St.
Newark, DE 19711

Dr. Bobs Game Shop
256-880-3726
7914 S. Parkway #8
Huntsville, AL 35802

Dreamwizards
301-881-3530
11772 Parkdawn Dr.
Rockville, MD 20852

Fantasy Factory
706-259-3315
257 N. Hamilton St.
Dalton, GA 30720

Fortress Comics And Games
517-333-0435
425 Albert Ave.
East Lansing, MI 48823

Game Closet
812-234-5585
2026 S. 3rd St.
Terre Haute, IN 47802

Game HQ Edmond Inc.
405-844-1915
813 W. Danforth
Edmond, OK 73003

Game HQ Inc.
405-691-0509
1620 S.W. 89th, Suite J
Oklahoma City, OK 73159

Game Parlor
703-803-3114
13936 Metrotech Dr.
Chantilly, VA 20151

GAMeBIT Inc.
804-984-1040
HC 3 P.O. Box 349
Rochelle, VA 22738

Gamer's Realm
609-426-9339
2025 Old Trenton Rd.
West Windsor, NJ 08550

Gamescape
415-621-4263
333 Divisadero St.
San Francisco, CA
94117-2208

Gateway Sportscards Comics & Games
814-864-3772
833 W. 38th St.
Erie, PA 16508

Glass City Games
419-474-0304
4125 Monroe St.
Toledo, OH 43606

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817-244-7311
3436 Williams Rd.
Fort Worth, TX 76116

Hobbytown USA
708-445-8056
1000 Lake St. Oak Park, IL
60301

Hobbytown USA
402-434-5056
6301 S. 58th St.
Lincoln, NE 68516

JCE Cards
11432 South St. #321
Cerritos, CA 90703

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2408 New Rd.
Northfield, NJ 08225

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810-229-7999
101 Brookside Lane, Suite F
Brighton, MI 48116

Lion & Unicorn
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3321 Lorna Rd. Suite 9
Hoover, AL 35216

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132 E. Main St.
Chillicothe, OH 45601

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717-761-8988
230 S. 8th St.
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MorningStar Games
912-356-1066
1545 E. Montgomery Crossroad
Savannah, GA 31406

Neutral Ground
800-852-2442
122 W. 26th St.
4th Floor
New York City, NY 10001

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560 Showers Dr. Suite 4
Mountain View, CA 94040

Pandemonium Books & Games
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36 John F. Kennedy St.
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Paper Escape
815-284-7567
205 W. 1st St.
Dixon, IL 61021

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570 N. Market Blvd.
Chehalis, WA 98532

Quality Collectibles
352-375-8557
1912 N.W. 67th Place
Gainesville, FL 32653

Ralph's Comic Corner
805-653-2732
2379 E. Main St.
Ventura, CA 93003-2601

Sci-Fi City Inc
407-282-2292
6006 E. Colonial Dr.
Orlando, FL 32807

Source Comics & Games
651-645-0386
1601 W. Larpenteur Ave.
Falcon Heights, MN 55113

SpellBinders Inc
330-673-2230
257 S. Water St.
Kent, OH 44240

Texas Game Company
972-390-9467
803 E. Main St.
Allen, TX 75002

The Zone
309-694-3508
206 N. Main St.
Creve Coeur, IL 61610

Top Deck Games
918-665-7529
5970-K E. 31st St.
Tulsa, OK 74135

Total Recreation
320-251-2627
1702 74th Ave.
St. Cloud, MN 56301

Tyche's Games
706-354-4500
1056 S. Lumpkin St.
Athens, GA 30605

Underworld Comics and Games
734-998-0547
1202 S. University St.
Ann Arbor, MI 48104

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815-873-9144
3206 S. Alpine Rd.
Rockford, IL 61109

Wonder Water Inc.
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THE LORD OF THE RINGS PRICE GUIDE

One Ring ruled them all, but a buttload of games have followed. Over the years, a ton of Lord of the Rings-based games have hit the market. From Iron Crown Enterprises' fantastic Middle-earth RPG to Fantasy Flight's board game to Decipher's brand-new Rings CCG, games have hit every aspect of the Tolkien world.

But you can't just find them all in your local Toys 'R' Us. Some of these gems are way out of print and fetch big bucks on the secondary market. So, we here at INQUEST have compiled for you a guide to every Tolkien-related game out there. You'll find everything from retail prices on the latest releases to complete price ranges for every *Middle-earth: The Wizards* card. Now go get 'em before Gollum locks 'em all away!



UNITED WE STAND This price guide's got 'em all—the full list of "Lord of the Rings" games.

BOARD GAMES:

FANTASY FLIGHT GAMES—2001

The Hobbit: The Defeat of the Evil Dragon Smaug board game, art by Ted Naismith $42.95

The Lord of the Rings board game designed by Reiner Knizia, 2-5 players, includes 105 cards, 6 figures and more $44.95

The Lord of the Rings board game: Friends & Foes Expansion Set; 2-5 players; includes Bree and Isengard game boards plus additional cards and figures $44.95

IRON CROWN ENTERPRISES—1983-94

NAME	YEAR	LOW	MED	HIGH
Lonely Mountain	1984	35.00	45.00	60.00
Riddle of the Ring	1985	30.00	40.00	50.00
The Battle of Five Armies	1984	100.00	120.00	140.00
The Fellowship of the Ring	1983	25.00	35.00	45.00
The Hobbit Adventures Boardgame	1994	25.00	35.00	45.00

RIO GRANDE GAMES—2001

The Lord of the Rings The Search board game 2 players; art by John Howe $19.95

BOOKS:

MIDDLE-EARTH QUEST/ TOLKIEN QUEST GAME BOOKS

IRON CROWN ENTERPRISES—1985-88

A Spy in Isengard	1988	4.00	6.00	8.00
Murder in Minas Tirith	1986	4.00	6.00	8.00
Night of the Nazgul	1985	6.00	8.00	10.00
Rescue in Mirkwood	1986	6.00	8.00	10.00
Search for the Palantir	1988	4.00	6.00	8.00
The Legend of Weathertop	1985	6.00	8.00	10.00
The Mines of Moria	1988	5.00	7.00	9.00
Treason at Helm's Deep	1988	3.00	4.00	6.00

CCGS:

MIDDLE EARTH: THE WIZARDS CCG LIMITED EDITION

IRON CROWN ENTERPRISES—1995

Full Set	150.00	250.00	350.00
Booster Pack	1.50	2.50	3.50
Booster Box	50.00	75.00	90.00
Starter Deck	4.95	6.95	8.95
Starter Box	50.00	75.00	90.00

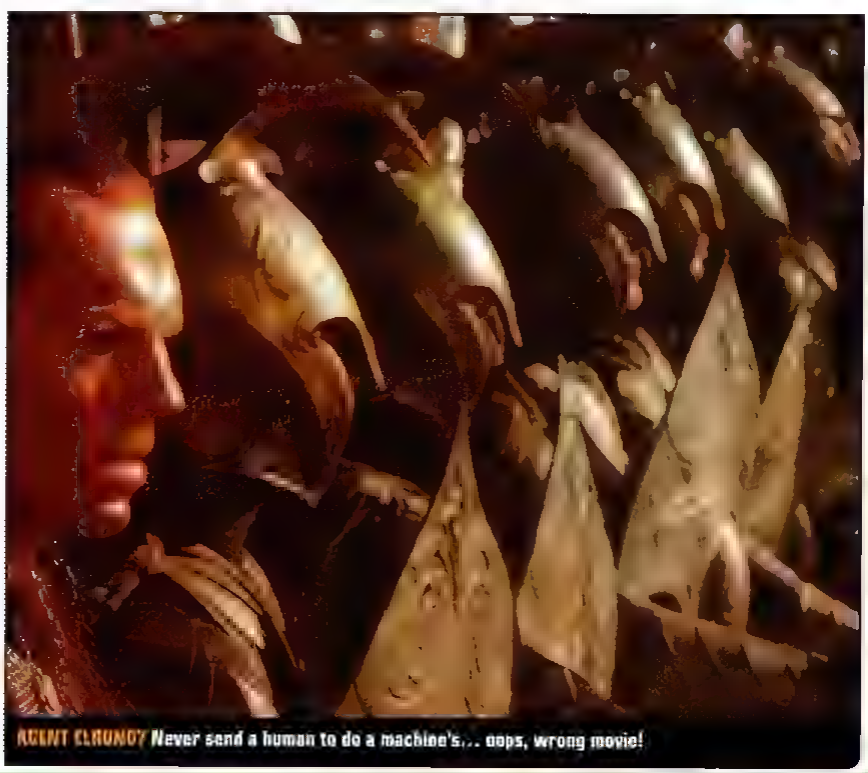
The median price for Unlimited versions of base set cards is 0.5x to 75x that of Limited versions. Limited cards have a black border and Unlimited cards have a blue border.

A Chance Meeting	C	.05	.10	.15
A Friend or Three	C	.05	.10	.15
Abductor	C	.05	.10	.15
Adrazar	F	.25	.50	.75
Adunaphel	R	2.50	5.00	7.50
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Akhorahil	R	2.50	5.00	7.50
Alatar	F	.25	.50	.75
Align Palantir	U	.25	.50	.75
Ambusher	C	.05	.10	.15
Amon Hen	C	.05	.10	.15
Anborn	U	.25	.50	.75
Andrast	C	.05	.10	.15
Andrast Coast	C	.05	.10	.15
Anduin River	C	.05	.10	.15
Anduin Vales	C	.05	.10	.15
Anduril	R	1.50	3.00	4.50
Anfalas	C	.05	.10	.15
Angmar	C	.05	.10	.15
Amalena	F	.25	.50	.75
Anorien	C	.05	.10	.15
Annmir	U	.25	.50	.75
Army of the Dead	R	1.00	2.00	3.00
Arouse Denizens	C	.05	.10	.15
Arouse Minions	C	.05	.10	.15
Arthedain	C	.05	.10	.15
Ash Mountains	C	.05	.10	.15
Athelas	U	.25	.50	.75
Awaken Denizens	C	.05	.10	.15
Awaken Minions	C	.05	.10	.15
Awaken the Earth's Fire	U	.25	.50	.75
Bag End	F	.25	.50	.75
Balin	U	.25	.50	.75
Bandit Lair	F	.25	.50	.75
Bane of the Ithil-stone	R	1.50	3.00	4.50
Barad-dur	R	2.50	5.00	7.50
Bard Bowman	F	.25	.50	.75
Barliman Butterbur	U	.25	.50	.75
Barrow-downs	F	.25	.50	.75
Barrow-wight	U	.25	.50	.75
Bay of Belfalas	C	.05	.10	.15
Beautiful Gold Ring	C	.05	.10	.15
Belfalas	C	.05	.10	.15
Beorn	F	.25	.50	.75
Beorn's House	F	.25	.50	.75
Beornings	F	.25	.50	.75
Beregond	F	.25	.50	.75
Berelar	U	.25	.50	.75
Bergil	U	.25	.50	.75
Bert (Burat)	U	.25	.50	.75
Bifur	C	.05	.10	.15
Bill the Pony	U	.25	.50	.75
Block	C	.05	.10	.15
Blue Mountain Dwarf-hold	C	.05	.10	.15
Blue Mountain Dwarves	U	.25	.50	.75
Bofur	C	.05	.10	.15
Bombur	U	.25	.50	.75
Book of Mazarbul	U	.25	.50	.75
Boromir II	F	.25	.50	.75
Bree	F	.25	.50	.75
Bridge	U	.25	.50	.75
Brigands	C	.05	.10	.15
Brown Lands	C	.05	.10	.15
Call of Home	C	.05	.10	.15
Call of the Sea	U	.25	.50	.75
Cameth Brin	C	.05	.10	.15
Cardolan	C	.05	.10	.15
Carn Dum	R	1.00	2.00	3.00
Cave-drake	C	.05	.10	.15
Caves of Ulund	U	.25	.50	.75
Celeborn	F	.25	.50	.75
Choking Shadows	C	.05	.10	.15
Cirdan	R	2.00	4.00	6.00
Cirith Ungol	R	1.00	2.00	3.00
Clear Skies	R	.50	1.00	1.50
Clouds	R	1.00	2.00	3.00
Concealment	C	.05	.10	.15
Corpse-candle	C	.05	.10	.15
Corsairs of Umbar	U	.25	.50	.75
Cracks of Doom	U	.25	.50	.75
Crebain	C	.05	.10	.15
Daelomin	R	1.50	3.00	4.50
Dagger of Westernesse	C	.05	.10	.15
Dagorlad	C	.05	.10	.15
Damrod	U	.25	.50	.75
Dancing Spirs	U	.25	.50	.75
Dark Quarrels	C	.05	.10	.15
Dead Marshes	U	.25	.50	.75
Despair of the Heart	C	.05	.10	.15
Dimrill Dale	U	.25	.50	.75
Dodge	C	.05	.10	.15
Dol Amroth	C	.05	.10	.15
Doors of Night	F	.25	.50	.75
Dori	U	.25	.50	.75
Dorwinion	C	.05	.10	.15
Dragon's Desolation	U	.25	.50	.75
Dreams of Lore	C	.05	.10	.15
Drowning Seas	U	.25	.50	.75
Druadan Forest	C	.05	.10	.15
Dunharrow	R	.50	1.00	1.50
Dunland	C	.05	.10	.15
Dunlendings	F	.25	.50	.75
Dunnish Clan-hold	F	.25	.50	.75
Durin's Axe	U	.25	.50	.75
Dwarven Ring of Bann's Tribe	R	.50	1.00	1.50
Dwarven Ring of Bevor's Tribe	R	.50	1.00	1.50
Dwarven Ring of Drun's Tribe	R	.50	1.00	1.50
Dwarven Ring of Durin's Tribe	R	.50	1.00	1.50
Dwarven Ring of Dwalin's Tribe	R	.50	1.00	1.50
Dwarven Ring of Thilor's Tribe	U	.25	.50	.75
Dwarven Ring of Thrar's Tribe	U	.25	.50	.75
Dwar of Wew	R	2.00	4.00	6.00
Eagles Eyne	C	.05	.10	.15
Earth of Galadriel's Orchard	U	.25	.50	.75
Easterling Camp	R	.50	1.00	1.50
Easterlings	R	.50	1.00	1.50
Edhellond	C	.05	.10	.15
Edoras	F	.25	.50	.75
Elf-song	R	2.00	4.00	6.00
Elf-stone	C	.05	.10	.15
Elladan	F	.25	.50	.75
Elrohir	F	.25	.50	.75
Elven Cloak	C	.05	.10	.15
Elves of Lindon	R	.50	1.00	1.50
Enedaith	C	.05	.10	.15
Ent-draughts	U	.25	.50	.75
Ents of Fangorn	F	.25	.50	.75
Eomer	U	.25	.50	.75
Eowyn	U	.25	.50	.75
Eriadoran Coast	C	.05	.10	.15
Erkenbrand	F	.25	.50	.75
Escape	C	.05	.10	.15
Ettenmoors	C	.05	.10	.15
Eye of Sauron	R	2.50	5.00	7.50
Fair Gold Ring	C	.05	.10	.15
Fair Sailing	R	.50	1.00	1.50
Fair Travels in Border-lands	C	.05	.10	.15
Fair Travels in Dark-domains	R	1.00	2.00	3.00
Fair Travels in Free-domains	R	.50	1.00	1.50
Fair Travels in Shadow-lands	C	.05	.10	.15
Fair Travels in Wilderness	C	.05	.10	.15
Fangorn	C	.05	.10	.15
Far-sight	C	.05	.10	.15
Faramir	F	.25	.50	.75
Favor of the Valar	R	.50	1.00	1.50
Fell Beast	R	4.50	9.00	13.50
Fell Turtle	R	.50	1.00	1.50
Fell Winter	C	.05	.10	.15
Fellowship	C	.05	.10	.15
Fili	U	.25	.50	.75
Fog	U	.25	.50	.75
Ford	C	.05	.10	.15
Forlong	C	.05	.10	.15
Forochel	C	.05	.10	.15
Foul Fumes	C	.05	.10	.15
Frodo	R	5.50	11.00	16.50

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C=COMMON U=UNCOMMON R=RARE F=FIXED PR=PROMO

Galadriel	R	3.00	6.00	9.00
Galva	R	.50	1.00	1.50
Gambling the Old	U	.25	.50	.75
Gap of Isen	C	.05	.10	.15
Gates of Morning	F	.25	.50	.75
Ghan-buri-Ghan	U	.25	.50	.75
Ghosts	C	.05	.10	.15
[illegible]	C	.05	.10	.15
Giant	C	.05	.10	.15
Giant Spider	C	.05	.10	.15
Gildor Inglorion	F	.25	.50	.75
Gladden Fields	C	.05	.10	.15
Gloaming	U	.25	.50	.75
Glittering Caves	U	.25	.50	.75
Gloin	U	.25	.50	.75
Gloom	C	.05	.10	.15
Glorfindel II	F	.25	.50	.75
Goblin-gate	F	.25	.50	.75
Goldberry	U	.25	.50	.75
Golfum	U	.25	.50	.75
Golfum's Fate	R	1.50	3.00	4.50
Gorgoroth	C	.05	.10	.15
Great Ship	R	.50	1.00	1.50
Great-road	C	.05	.10	.15
Great-shield of Rohan	U	.25	.50	.75
Greed	C	.05	.10	.15
Grey Havens	C	.05	.10	.15
Grey Mountain Narrows	C	.05	.10	.15
Gundabad	C	.05	.10	.15
Gwaihir	R	1.00	2.00	3.00
Hallowed [illegible]	U	.25	.50	.75
Haldir	U	.25	.50	.75
Half-trolls of Far Harad	C	.05	.10	.15
Halfling Stealth	C	.05	.10	.15
Halfling Strength	C	.05	.10	.15
Hama	C	.05	.10	.15
Harondor	C	.05	.10	.15
Hauberk of Bright Mail	C	.05	.10	.15
Healing Herbs	C	.05	.10	.15
Heart of Mirkwood	C	.05	.10	.15
Henneth Annun	F	.25	.50	.75
Hiding	R	1.00	2.00	3.00
High Pass	C	.05	.10	.15
Hillmen	U	.25	.50	.75
Himring	U	.25	.50	.75
Hoarmurath of Dir	R	1.50	3.00	4.50
Hobbits	R	2.00	4.00	6.00
Hollin	C	.05	.10	.15
Horn of Anor	C	.05	.10	.15
Horse Plains	C	.05	.10	.15
Horses	C	.05	.10	.15
Huorn	C	.05	.10	.15
Imlad Morgul	C	.05	.10	.15
[illegible]	U	.25	.50	.75
Indur Dawndeath	R	1.50	3.00	4.50
Irerock	U	.25	.50	.75
Iron Hill Dwarf-hold	F	.25	.50	.75
Iron Hill Dwarves	F	.25	.50	.75
Iron Hills	C	.05	.10	.15
Isengard	F	.25	.50	.75
Ithilien	C	.05	.10	.15
Khamul the Easterling	R	2.50	5.00	7.50
Kili	F	.25	.50	.75
Kindling of the Spirit	C	.05	.10	.15
Knights of Dol Amroth	U	.25	.50	.75
Lake-town	C	.05	.10	.15
Lamedon	C	.05	.10	.15
Lapse of Will	U	.25	.50	.75
Leaflock	U	.25	.50	.75
Lebennin	C	.05	.10	.15
Legolas	U	.25	.50	.75
Lesser Ring	U	.25	.50	.75
Leucaruth	R	2.00	4.00	6.00
Lindon	C	.05	.10	.15
Lond Galen	C	.05	.10	.15
Long Winter	C	.05	.10	.15
Lordly Presence	C	.05	.10	.15
Lorien	C	.05	.10	.15
Lossadan Cairn	C	.05	.10	.15
Lossadan Camp	C	.05	.10	.15
Lossoth	U	.25	.50	.75
Lost at Sea	R	.50	1.00	1.50
Lost in Border-lands	C	.05	.10	.15
Lost in Dark-domains	R	.50	1.00	1.50
Lost in Free-domains	C	.05	.10	.15
Lost in Shadow-lands	C	.05	.10	.15
Lost in the Wilderness	C	.05	.10	.15
Lucky Search	R	1.00	2.00	3.00
Lucky Strike	C	.05	.10	.15
Lure of Creation	U	.25	.50	.75
Lure of Expedience	C	.05	.10	.15
Lure of Nature	C	.05	.10	.15
Lure of the Senses	C	.05	.10	.15
Mablung	U	.25	.50	.75
Magic Ring of Courage	U	.25	.50	.75
Magic Ring of Lore	U	.25	.50	.75
Magic Ring of Nature	U	.25	.50	.75
Magic Ring of Stealth	U	.25	.50	.75
Magic Ring of Words	U	.25	.50	.75
Men of Anfalas	U	.25	.50	.75
Men of Anorien	F	.25	.50	.75
Men of Dorwinion	U	.25	.50	.75
Men of Lamedon	U	.25	.50	.75
Men of Lebennin	U	.25	.50	.75
Men of Northern Rhovanion	U	.25	.50	.75
Merry	U	.25	.50	.75
Minas Morgul	R	.50	1.00	1.50
Minas Tirith	F	.25	.50	.75
Mimosa Stir	U	.25	.50	.75
Mirror of Galadriel	U	.25	.50	.75
Miruvor	C	.05	.10	.15
Misty Mountains	C	.05	.10	.15
Moon	U	.25	.50	.75
Morgul-horse	R	1.50	3.00	4.50
Morgul-knife	R	.50	1.00	1.50
Moria	F	.25	.50	.75
Mount Doom	U	.25	.50	.75
Mount Gram	F	.25	.50	.75
Mount Gundabad	U	.25	.50	.75
Mountains of Shadow	C	.05	.10	.15
Mouth of Sauron	R	1.50	3.00	4.50
Mouths of the Anduin	C	.05	.10	.15
Mumak (Oliphant)	R	.50	1.00	1.50
Muster	C	.05	.10	.15
Muster Disperses	C	.05	.10	.15
Narsil	U	.25	.50	.75
Narya	R	.50	1.00	1.50
Nenya	R	1.00	2.00	3.00
New Friendship	C	.05	.10	.15
New Moon	U	.25	.50	.75
Night	C	.05	.10	.15
Nori	C	.05	.10	.15
Northern Rhovanion	C	.05	.10	.15
Numeriador	C	.05	.10	.15
Nurn	C	.05	.10	.15
Oin	U	.25	.50	.75
Old Forest	C	.05	.10	.15
Old Friendship	C	.05	.10	.15
Old Man Willow	U	.25	.50	.75
Old Pukel Gap	C	.05	.10	.15
Old Pukel-land	C	.05	.10	.15
Old Road	C	.05	.10	.15
Olog-hai (Trolls)	U	.25	.50	.75
Orc-guard	C	.05	.10	.15
Orc-lieutenant	U	.25	.50	.75
Orc-patrol	C	.05	.10	.15
Orc-raiders	C	.05	.10	.15
Orc-warband	C	.05	.10	.15
Orc-warriors	C	.05	.10	.15
Orc-watch	C	.05	.10	.15
Orcrist	U	.25	.50	.75
Orc	C	.05	.10	.15
Orophin	C	.05	.10	.15
Ost-in-Edhil	U	.25	.50	.75
Palantir of Annumnas	R	.50	1.00	1.50
Palantir of Elostirion	U	.25	.50	.75
Palantir of Minas Tirith	U	.25	.50	.75
Palantir of Orthanc	U	.25	.50	.75
Palantir of Osgiliath	R	.50	1.00	1.50
Pallando	F	.25	.50	.75
Paths of the Dead	R	.50	1.00	1.50
Peath	F	.25	.50	.75
Pelargir	C	.05	.10	.15
Persuasive Words	C	.05	.10	.15
Pick-pocket	U	.25	.50	.75
Pippin	U	.25	.50	.75
Plague of Wights	U	.25	.50	.75
Potion of Prowess	C	.05	.10	.15
Praise to Elbereth	U	.25	.50	.75
Precious Gold Ring	C	.05	.10	.15
Pukel-men	R	.50	1.00	1.50
Quickbeam	U	.25	.50	.75
Quiet Lands	U	.25	.50	.75
Radagast	F	.25	.50	.75
Rangers of Ithilien	F	.25	.50	.75
Rangers of the North	F	.25	.50	.75
Red Arrow	U	.25	.50	.75
Red Book of Westmarch	U	.25	.50	.75
Redhorn Gate	C	.05	.10	.15
Reforging	C	.05	.10	.15
Ren the Unclean	R	1.50	3.00	4.50
Rescue Prisoners	C	.05	.10	.15
Rhosgobel	F	.25	.50	.75
Rhudaur	C	.05	.10	.15
Riders of Rohan	F	.25	.50	.75
Ringlore	U	.25	.50	.75
Risky Blow	C	.05	.10	.15
Rivendell	C	.05	.10	.15
River	C	.05	.10	.15
Roac the Raven	R	.50	1.00	1.50
Robin Smallburrow	F	.25	.50	.75
Rogrog	R	.50	1.00	1.50
Rohan	C	.05	.10	.15
Roamed Signal Tower	F	.25	.50	.75
Sam Gamgee	U	.25	.50	.75
Sapling of the White Tree	U	.25	.50	.75
Sam Gorlwing	C	.05	.10	.15
Saruman	F	.25	.50	.75
Scroll of Isildur	U	.25	.50	.75
Secret Entrance	R	.50	1.00	1.50
Secret Passage	C	.05	.10	.15
Shadowfax	R	1.00	2.00	3.00
Shelob's Lair	R	1.50	3.00	4.50
Shield of Iron-bound Ash	C	.05	.10	.15
Shrel-Kain	C	.05	.10	.15
Silent Watcher	R	1.50	3.00	4.50
Skinbark	R	.50	1.00	1.50
Slayer	C	.05	.10	.15
Smaug	R	2.50	5.00	7.50
Snowstorm	R	.50	1.00	1.50
Southern Mirkwood	C	.05	.10	.15
Southern Rhovanion	C	.05	.10	.15
Southrons	R	.50	1.00	1.50
Star-glass	U	.25	.50	.75
Stars	U	.25	.50	.75
Stealth	C	.05	.10	.15
Sting	U	.25	.50	.75
Stone-circle	R	.50	1.00	1.50
Storms of Osse	R	.50	1.00	1.50
Sun	U	.25	.50	.75
Sword of Gondolin	C	.05	.10	.15
Tempering Friendship	C	.05	.10	.15
Test of Form	C	.05	.10	.15
Test of Lore	C	.05	.10	.15
The Arkenstone	R	1.50	3.00	4.50
The Burden of Time	U	.25	.50	.75
The Cock Crows	U	.25	.50	.75
The Evenstar	U	.25	.50	.75
The Great Eagles	U	.25	.50	.75
The Great Goblin	R	.50	1.00	1.50
The Lonely Mountain	F	.25	.50	.75
The Mithril-coat	R	.50	1.00	1.50
The Nazgul are Abroad	R	2.50	5.00	7.50
The Old Thrush	U	.25	.50	.75
The One Ring	R	20.00	30.00	40.00
The Pale Sword	R	.50	1.00	1.50
The Precious	R	.50	1.00	1.50
The Ring's Betrayal	U	.25	.50	.75
The Shire	C	.05	.10	.15
The Stones	R	1.00	2.00	3.00
The White Towers	U	.25	.50	.75
The White Tree	R	.50	1.00	1.50
The Will of the Ring	R	.50	1.00	1.50
The Wind Throne	F	.25	.50	.75
Theoden	F	.25	.50	.75
Thief	R	1.00	2.00	3.00
Thorin II	R	1.50	3.00	4.50
Thorough Search	C	.05	.10	.15
Thranduil	F	.25	.50	.75
Thranduil's Halls	F	.25	.50	.75
Tom (Tuma)	U	.25	.50	.75
Tookish Blood	C	.05	.10	.15
Torque of Hues	U	.25	.50	.75
Tower Guard of Minas Tirith	F	.25	.50	.75
Traitor	R	.50	1.00	1.50
Treebeard	U	.25	.50	.75
True Fana	R	.50	1.00	1.50
Twilight	C	.05	.10	.15
Udun	C	.05	.10	.15
Use Palantir	U	.25	.50	.75
Uvatha the Horseman	R	1.50	3.00	4.50
Vale of Erech	R	.50	1.00	1.50
Vanishment	C	.05	.10	.15
Variag Camp	R	.50	1.00	1.50
Variags of Khand	R	.50	1.00	1.50
Vilya	R	1.00	2.00	3.00
Votteli	C	.05	.10	.15
Wacho	U	.25	.50	.75
Wake of War	U	.25	.50	.75
Wargs	C	.05	.10	.15
Watcher in the Water	U	.25	.50	.75
Weariness of the Heart	C	.05	.10	.15
Weathertop	F	.25	.50	.75
Wellinghall	F	.25	.50	.75
Western Mirkwood	C	.05	.10	.15
White Mountains	C	.05	.10	.15
William (Wulusg)	U	.25	.50	.75
Witch-king of Angmar	R	2.00	4.00	6.00
Withered Heath	C	.05	.10	.15
Wizard's Fire	R	.50	1.00	1.50
Wizard's Flame	U	.25	.50	.75
Wizard's Laughter	U	.25	.50	.75
Wizard's Ring	R	.50	1.00	1.50
Wizard's River-horses	U	.25	.50	.75
Wizard's Test	C	.05	.10	.15
Wizard's Voice	R	.50	1.00	1.50
Wold & Foothills	C	.05	.10	.15
Wolves	C	.05	.10	.15
Wood-elves	F	.25	.50	.75
Woodland Realm	C	.05	.10	.15
Woodmen	U	.25	.50	.75
Woodmen-town	C	.05	.10	.15
Words of Power and Terror	R	1.00	2.00	3.00
Wose Passage-hold	C	.05	.10	.15
Woses of Old Pukel-land	R	.50	1.00	1.50
Woses of the Druadan Forest	U	.25	.50	.75



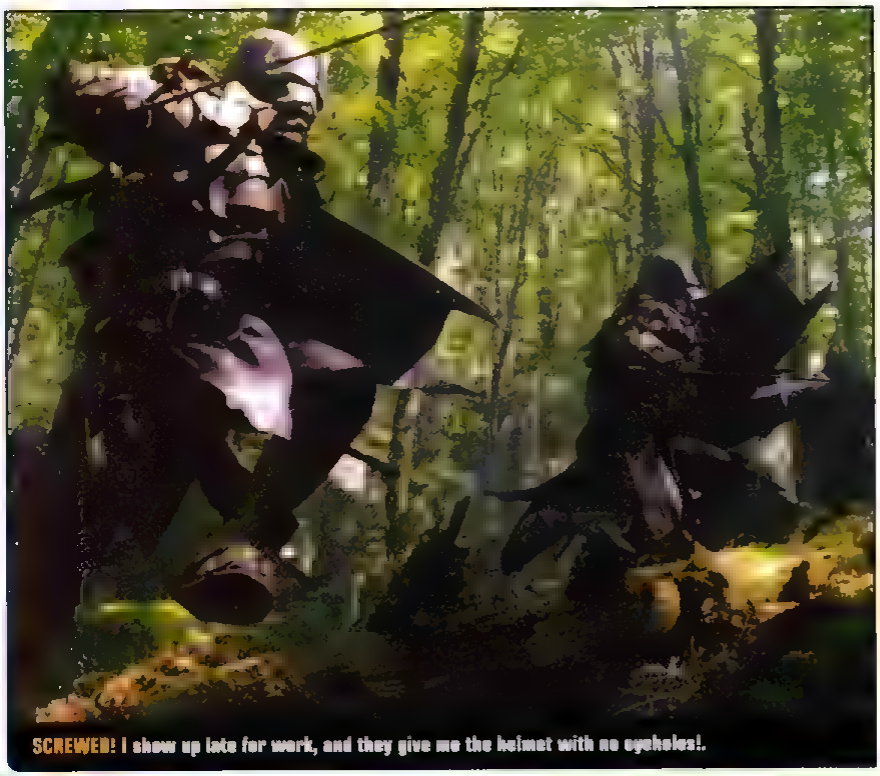
AGENT CLRUNCH Never send a human to do a machine's... oops, wrong movie!

MIDDLE EARTH: THE WIZARDS CCG: THE DRAGONS

IRON CROWN ENTERPRISES–1996

Full Set	150.00	200.00	250.00
Booster Pack	1.50	2.50	3.50
Booster Box	50.00	75.00	90.00

A Short Rest	C	.05	.10	.15
Adamant Helmet	U	.25	.50	.75
Agburanar Ahunt	U	.25	.50	.75
Agburanar at Home	R	1.50	3.00	4.50
Alert the Folk	U	.25	.50	.75
And Forth He Hastened	C	.05	.10	.15
Arrows Storm of Ebony	U	.25	.50	.75
Barranax	R	2.50	5.00	7.50
Barranax Ahunt	U	.25	.50	.75
Barranax at Home	R	1.00	2.00	3.00
Belegaer	C	.05	.10	.15
Black Breath	R	2.00	4.00	6.00
Bounty of the Hoard	C	.05	.10	.15
Bow of Dragon-horn	U	.25	.50	.75
Brand	U	.25	.50	.75
Buhr Widu	U	.25	.50	.75
Burglary	C	.05	.10	.15
Carrion Birds	C	.05	.10	.15
Cave Worm	C	.05	.10	.15
Cloudless Day	U	.25	.50	.75
Cram	C	.05	.10	.15
Cruel Caradhras	U	.25	.50	.75
Daelomin Ahunt	U	.25	.50	.75
Daelomin at Home	R	1.50	3.00	4.50
Dale	U	.25	.50	.75
Deftness of Agility	R	1.00	2.00	3.00
Dire Wolves	C	.05	.10	.15
Dragon's Blood	C	.05	.10	.15
Dragon's Breath	U	.25	.50	.75
Dragon's Curse	C	.05	.10	.15
Dragon's Hunger	R	1.00	2.00	3.00
Dragon's Terror	U	.25	.50	.75
Dragon-feuds	U	.25	.50	.75
Dragon-lore	U	.25	.50	.75
Dragon-sickness	C	.05	.10	.15
Dunlending Raiders	C	.05	.10	.15
Dwarven Hoard	C	.05	.10	.15
Earcaraxe	R	2.50	5.00	7.50
Earcaraxe Ahunt	U	.25	.50	.75
Earcaraxe at Home	R	1.50	3.00	4.50
Echo of All Joy	U	.25	.50	.75
Elf-path	C	.05	.10	.15
Emerald of Doriath	U	.25	.50	.75
Emerald of the Mariner	R	2.00	4.00	6.00
Enruned Shield	U	.25	.50	.75
Exile of Solitude	R	1.00	2.00	3.00
Fast Asleep	C	.05	.10	.15
Fever of Unrest	R	1.00	2.00	3.00
Flatter a Foe	C	.05	.10	.15
Foolish Words	C	.05	.10	.15
Fored	C	.05	.10	.15
Fram Framson	R	2.00	4.00	6.00
Framsburg	U	.25	.50	.75
Frenzy of Madness	R	1.50	3.00	4.50
From the Pits of Angband	U	.25	.50	.75
Galdor	U	.25	.50	.75
Gift of Comprehension	C	.05	.10	.15
Gold Belt of Lórien	U	.25	.50	.75
Gold Hill	U	.25	.50	.75
Gondmaegjom	U	.25	.50	.75
Gothmog	R	1.50	3.00	4.50
Habergeon of Silver	C	.05	.10	.15
Half an Eye Open	C	.05	.10	.15
Harad	C	.05	.10	.15
Helm of Her Secrecy	R	2.00	4.00	6.00
Here, There, or Yonder	U	.25	.50	.75
Hey! come marry dol!	C	.05	.10	.15
Hobgoblins	C	.05	.10	.15
Host of Bats	U	.25	.50	.75
Houses of Healing	C	.05	.10	.15
Ice-drake	C	.05	.10	.15
Icy Touch	C	.05	.10	.15
Incite Denizens	C	.05	.10	.15
Incite Minions	C	.05	.10	.15
Isreth	U	.25	.50	.75
Isle of the Ulond	U	.25	.50	.75
Itangast	R	2.00	4.00	6.00
Itangast Ahunt	U	.25	.50	.75
Itangast at Home	R	1.00	2.00	3.00
King under the Mountain	R	1.50	3.00	4.50
Known to an Ounce	R	1.00	2.00	3.00
Land-drake	C	.05	.10	.15
Left Behind	U	.25	.50	.75
Legendary Hoard	R	2.00	4.00	6.00
Lesser Spiders	C	.05	.10	.15
Leucarnth Ahunt	U	.25	.50	.75
Leucarnth at Home	R	1.00	2.00	3.00
Light-drake	C	.05	.10	.15
Look More Closely Later	C	.05	.10	.15
Lore of the Ages	C	.05	.10	.15
Magical Harp	U	.25	.50	.75
Many Foes He Fought	C	.05	.10	.15
Many Sorrows Befall	R	2.00	4.00	6.00
Many Turns and Doublings	C	.05	.10	.15
Map to Mithril	U	.25	.50	.75
Marsh-drake	C	.05	.10	.15
Marvels Told	C	.05	.10	.15
Master of Esgaroth	C	.05	.10	.15
Master of Wood, Water, or Hill	C	.05	.10	.15
Mathom Lore	R	2.00	4.00	6.00
Memories Stolen	R	1.00	2.00	3.00
Men of Dale	U	.25	.50	.75
Men of Lake-town	U	.25	.50	.75
More Sense Than You	C	.05	.10	.15
Morgul-rats	R	1.00	2.00	3.00
Necklace of Silver and Pearls	C	.05	.10	.15
Nenseldë the Wingild	R	2.00	4.00	6.00
No Escape from My Magic	R	2.00	4.00	6.00
Noose of the Sea	U	.25	.50	.75
Not at Home	C	.05	.10	.15
Ovir Hollow	U	.25	.50	.75
Parsimony of Seclusion	R	1.00	2.00	3.00
Passion of Wrath	R	1.00	2.00	3.00
Peril Returned	C	.05	.10	.15
Pledge of Conduct	C	.05	.10	.15
Prowess of Age	R	1.00	2.00	3.00
Prowess of Might	R	1.00	2.00	3.00
Ram-drake	C	.05	.10	.15
Refuge	C	.05	.10	.15
Returned Exiles	R	2.00	4.00	6.00
Rhûn	C	.05	.10	.15
Riddling Talk	U	.25	.50	.75
Rumor of Wealth	U	.25	.50	.75
Sand-drake	U	.25	.50	.75
Sated Beast	U	.25	.50	.75
Scabbard of Chalcedony	C	.05	.10	.15
Scatha	R	2.50	5.00	7.50
Scatha Ahunt	U	.25	.50	.75
Scatha at Home	R	1.00	2.00	3.00
Scorba	R	2.50	5.00	7.50
Scorba Ahunt	U	.25	.50	.75
Scorba at Home	R	1.00	2.00	3.00
Sea Serpent	C	.05	.10	.15
Searching Eye	C	.05	.10	.15
Secret News	C	.05	.10	.15
Shadow of Mordor	R	2.00	4.00	6.00
Skin-changer	R	1.50	3.00	4.50
Sleepless Malice	U	.25	.50	.75
Smaug Ahunt	U	.25	.50	.75
Smaug at Home	R	1.00	2.00	3.00
Song of the Lady	R	1.50	3.00	4.50
Staff Asunder	R	2.00	4.00	6.00
Star of High Hope	U	.25	.50	.75
Stormcrow	C	.05	.10	.15
Subtlety of Guile	R	1.00	2.00	3.00
Tales of the Hunt	C	.05	.10	.15
Tharbad	U	.25	.50	.75
The Riddle Game	R	2.00	4.00	6.00
Thrain II	R	2.50	5.00	7.50
Thrór's Map	U	.25	.50	.75
Three Golden Hairs	U	.25	.50	.75
Thunder's Companion	C	.05	.10	.15
Times Are Evil	U	.25	.50	.75
Trickery	C	.05	.10	.15
True Cold-drake	C	.05	.10	.15
True Fire-drake	C	.05	.10	.15
Twice-baked Cakes	C	.05	.10	.15
Valiant Sword	C	.05	.10	.15
Vanish in Sunlight!	U	.25	.50	.75
Velocity of Haste	R	1.00	2.00	3.00
Warm Now Be Heart and Limb	C	.05	.10	.15
Washed and Refreshed	C	.05	.10	.15
Weydread	U	.25	.50	.75
Were-worm	R	2.50	5.00	7.50
When I Know Anything	C	.05	.10	.15
Wielded Twice	C	.05	.10	.15
Wild Fell Beast	R	7.00	14.00	21.00
Winds of Wrath	R	1.00	2.00	3.00
Winged Cold-drake	U	.25	.50	.75
Winged Fire-drake	U	.25	.50	.75
Wit	U	.25	.50	.75
Withered Lands	C	.05	.10	.15
Wizard Unchaked	U	.25	.50	.75
Wizards's Staff	U	.25	.50	.75
Wolf-riders	C	.05	.10	.15
Wondrous Maps	C	.05	.10	.15
Worm's Stench	U	.25	.50	.75
Wormsbane	R	2.50	5.00	7.50
Worn and Famished	C	.05	.10	.15
Zarak Dûm	U	.25	.50	.75



MIDDLE EARTH: THE WIZARDS CCG: DARK MINIONS

IRON CROWN ENTERPRISES–1996

Full Set	75.00	100.00	125.00
Booster Pack	1.55	2.50	3.50
Booster Box	50.00	75.00	90.00

Aiglos	R	3.50	7.00	1.50
An Article Missing	U	.25	.50	75
An Unexpected Outpost	C	.05	.10	15
An Unexpected Party	R	1.00	2.00	3.00
Anarin	U	.25	.50	75
Ancient Star	U	.25	.50	75
Angmar Arises	C	.05	10	15
Armory	U	.25	.50	75
Await the Advent of Allies	U	.25	.50	75
Aware of their Ways	U	.25	.50	75
Baduila	R	2.50	5.00	7.50
Balance Between Powers	R	1.00	2.00	3.00
Barrow-blade	C	.05	10	15
Bill Ferny	C	.05	10	15
Bring Our Curses Home	R	1.00	2.00	3.00
Buthrakaur the Green	R	2.00	4.00	6.00
Chance of Being Lost	U	.25	.50	.75
Chill Dousar	U	.25	.50	.75
Choice of Luthien	R	2.50	5.00	7.50
Crown of Flowers	C	.05	10	15
Cunning Foes	C	.05	10	15
Cup of Farewell	U	.25	.50	75
Dark Numbers	C	.05	.10	15
Dasakun	U	.25	.50	75
Dealkus	C	.05	.10	15
Doubled Vigilance	C	.05	10	15
Dragon-helm	R	2.50	5.00	7.50
Dror	C	.05	.10	15
Drums	U	.25	.50	75
Durin's Bane	R	1.50	3.00	4.50
Dwarven Light-stone	U	.25	.50	.75
Earth-tremors	U	.25	.50	.75
Elerina	R	2.00	4.00	6.00
Elwen	U	.25	.50	75
Endless Whispers	U	.25	.50	.75
Enduring Tales	C	.05	.10	.15
Eun	C	.05	.10	.15
Exhalation of Decay	C	.05	10	.15
Eyes of Mandos	R	1.50	3.00	4.50
Eyes of the Shadow	U	.25	.50	75
Face out of Sight	C	.05	10	15
Faces of the Dead	C	.05	.10	15
Fate of the Ithil-stone	R	1.50	3.00	4.50
Fifteen Birds in Five Firtrees	R	1.00	2.00	3.00
Fireworks	C	.05	10	15
Finiel	R	2.00	4.00	6.00
First of the Order	R	1.00	2.00	3.00
Flies and Spiders	C	.05	10	15
Foes Shall Fall	U	.25	.50	75
Foice Boffin	U	.25	.50	75
Forewarned Is Forearmed	C	.05	10	15
Forgotten Scrolls	C	.05	10	15
Fon the Beardless	U	.25	.50	.75
Free to Choose	C	.05	.10	.15
Gems of Arda	R	1.00	2.00	3.00
Gergeli	C	.05	.10	15
Gisulf	C	.05	10	15
Gnaw with Words	C	.05	10	15
Golodhros	R	2.00	4.00	6.00
Good Sense Revolts	C	.05	10	15
Great Need or Purpose	U	.25	.50	75
Great Secrets Buried There	U	.25	.50	75
Hall of Fire	C	.05	.10	15
Haudh-an-Gwanur	U	.25	.50	75
Healing of Nimrodel	C	.05	.10	.15
Helms of Iron	U	.25	.50	75
Herb-lore	R	1.00	2.00	3.00
Here Is a Snake!	C	.05	10	15
Heron	C	.05	10	15
Hermit's Hill	U	.25	.50	.75
Hidden Knife	C	.05	10	15
Hobbit-lore	R	1.00	2.00	3.00
Horns, Horns, Horns	C	.05	10	15
Hour of Need	R	1.00	2.00	3.00
Hundreds of Butterflies	C	.05	.10	15
I Know Much about You	C	.05	.10	15
In Darkness Bind Them	C	.05	.10	15
In Great Wrath	U	.25	.50	75
In the Heart of his Realm	R	1.00	2.00	3.00
Inner Cunning	C	.05	10	15
Into Dark Tunnels	C	.05	10	15
Into the Smoking Cone	R	2.00	4.00	6.00
Ivic	U	.25	.50	75
Jusma	U	.25	.50	75
Knowledge of the Enemy	U	.25	.50	75
Leaf Brooch	C	.05	.10	.15
Leamon	C	.05	10	15
Like the Crash of Battering-rams	R	1.00	2.00	3.00
Lindion the Orpsin	U	.25	.50	75

Little Snuffler	U	.25	.50	75
Lobelia Sackville Baggins	U	.25	.50	75
Long Dark Reach	R	1.00	2.00	3.00
Lost Tome	C	.05	.10	.15
Mallorn	R	2.00	4.00	6.00
Memories Recalled	C	.05	.10	.15
Mistress Lobelia	U	.25	.50	.75
Mithril	R	2.00	4.00	6.00
Mordor in Arms	U	.25	.50	.75
More Alert than Most	C	.05	.10	.15
My Precious	R	2.00	4.00	6.00
Nameless Thing	U	.25	.50	.75
Necklace of Girion	R	2.00	4.00	6.00
Neither so Ancient Nor so Potent	U	.25	.50	.75
Never Seen Him	C	.05	.10	.15
Nimloth	C	.05	.10	.15
No Waiting to Wonder	C	.05	.10	.15
No Way Forward	C	.05	.10	.15
Noble Hound	C	.05	.10	.15
Nobody's Friend	C	.05	.10	.15
Noldo-lantern	U	.25	.50	.75
Om-buri-Om	U	.25	.50	.75
Ordered to Kill	R	1.00	2.00	3.00
Out of the Black Sky	R	1.50	3.00	4.50
Pale Dream-maker	R	1.00	2.00	3.00
Palm to Palm	C	.05	.10	.15
Pass the Doors of Dol Guldur	R	2.00	4.00	6.00
Phial of Galadriel	R	2.00	4.00	6.00
Pierced by Many Wounds	C	.05	.10	.15
Pon-ora-Pon	U	.25	.50	.75
Rasha	U	.25	.50	.75
Rank upon Rank	C	.05	.10	.15
Reaching Shadow	C	.05	.10	.15
Rebuild the Town	C	.05	.10	.15
Redoubled Force	C	.05	.10	.15
Reluctant Final Parting	U	.25	.50	.75
Revealed to all Watchers	R	2.00	4.00	6.00
Saw Further and Deeper	C	.05	.10	.15
Scimitars of Steel	U	.25	.50	.75
Secret Ways	C	.05	.10	.15
Seek without Success	C	.05	.10	.15
Seized by Terror	C	.05	.10	.15
Sentinels of Numenor	U	.25	.50	.75
Shadow out of the Dark	R	2.50	5.00	7.50
Smoke Rings	C	.05	.10	.15
Spells of the Barrow-wights	C	.05	.10	.15
Spider of the Morlait	R	2.00	4.00	6.00
Stirring Bones	C	.05	.10	.15
Sudden Fury	C	.05	.10	.15
Surion	U	.25	.50	.75
Taladhan	R	2.00	4.00	6.00
The Black Enemy's Wrath	R	1.00	2.00	3.00
The Dwarves Are upon You	U	.25	.50	.75
The Gem-deeps	U	.25	.50	.75
The Grimbourgoth	R	1.00	2.00	3.00
The Hunt	R	1.00	2.00	3.00
The Iron-deeps	R	2.00	4.00	6.00
The Moon is Dead	C	.05	.10	.15
The Pukel-deeps	U	.25	.50	.75
The Reach of Jimo	U	.25	.50	.75
The Sulfur-deeps	R	2.00	4.00	6.00
The Under-courts	R	2.00	4.00	6.00
The Under-galleries	R	2.00	4.00	6.00
The Under-gates	U	.25	.50	.75
The Under-grottos	U	.25	.50	.75
The Under-leas	U	.25	.50	.75
The Under-vaults	U	.25	.50	.75
The Way is Shut	U	.25	.50	.75
The Windlord Found Me	U	.25	.50	.75
To Get You Away	R	1.00	2.00	3.00
To the Uttermost Foundations	U	.25	.50	.75
Token of Goodwill	R	1.00	2.00	3.00
Tribal Banner	C	.05	.10	.15
Tribal Totem	R	1.00	2.00	3.00
Troll-purse	U	.25	.50	.75
Twisted Tales	U	.25	.50	.75
Two or Three Tribes Present	C	.05	.10	.15
Umagaur the Pale	R	1.50	3.00	4.50
Urkurtsu Nurn	U	.25	.50	.75
Vein of Arda	C	.05	.10	.15
Wayfaid, Wounded, and Orc-dragged	U	.25	.50	.75
When You Know More	C	.05	.10	.15
Which Might Be Lies	C	.05	.10	.15
Will not Come Down	U	.25	.50	.75
Wisp of Pale Sheen	C	.05	.10	.15
Withdrawn to Mordor	C	.05	.10	.15
Woffung	C	.05	.10	.15
Wormtongue	R	2.00	4.00	6.00
Wound of Long Burden	C	.05	.10	.15
Wrath-lord	R	2.00	4.00	6.00
Your Welcome Is Doubtful	U	.25	.50	.75

MIDDLE EARTH: THE WIZARDS CCG: THE LIDLESS EYE

IRON CROWN ENTERPRISES–1997

Full Set	150.00	250.00	350.00
Booster Pack	1.50	2.50	3.50
Booster Box	50.00	75.00	90.00
Starter Deck	4.95	6.95	8.95
Starter Box	50.00	75.00	90.00

A Little Gold Ring	C	.05	.10	.15
A Malady Without Healing	R	1.50	3.00	4.50
A Nice Place to Hide	C	.05	.10	.15
Adunaphel the Ringwraith	F	.25	.50	.75
Adunaphel Unleashed	R	2.00	4.00	6.00
Agburanar Roused	R	2.50	5.00	7.50
Akhorahil the Ringwraith	F	.25	.50	.75
Akhorahil Unleashed	R	1.50	3.00	4.50
All Thought Bent Upon It	U	.25	.50	.75
Ambusher	C	.05	.10	.15
Amon Hen	U	.25	.50	.75
An Untimely Whisper	U	.25	.50	.75
Arouse Defenders	C	.05	.10	.15
Arouse Denizens	C	.05	.10	.15
Arthadan Rangers	U	.25	.50	.75
Asternak	F	.25	.50	.75
Awaiting the Call	U	.25	.50	.75
Awaken Defenders	C	.05	.10	.15
Awaken Denizens	C	.05	.10	.15
Back to the Fray	U	.25	.50	.75
Bade to Rule	C	.05	.10	.15
Bag End	U	.25	.50	.75
Balchoth	R	2.00	4.00	6.00
Bandit Lair	U	.25	.50	.75
Barad-dur	F	.25	.50	.75
Barrow-downs	F	.25	.50	.75
Barrow-Wight	U	.25	.50	.75
Belegorn	U	.25	.50	.75
Beorn's House	U	.25	.50	.75
Beorning Toll	R	2.50	5.00	7.50
Beornings	R	2.00	4.00	6.00
Binding-ring	R	2.50	5.00	7.50
Bitter Cold	R	1.50	3.00	4.50
Black Mace	U	1.00	2.00	3.00



Black Rain	R	1.50	3.00	4.50
Black Rider	C	.05	.10	.15
Black Trolls	U	.25	.50	.75
Black-Hide Shield	C	.05	.10	.15
Black-Mail Coat	C	.05	.10	.15
Blackbole	R	1.50	3.00	4.50
Blazon of the Eye	C	.05	.10	.15
Blow Turned	C	.05	.10	.15
Blue Mountain Dwarf-hold	R	2.00	4.00	6.00
Bold Thrust	C	.05	.10	.15
Bree	U	.25	.50	.75
Brigands	C	.05	.10	.15
Bright Gold Ring	U	.25	.50	.75
Broad-headed Spear	C	.05	.10	.15
Brom	R	2.00	4.00	6.00
Buhr Widu	F	.25	.50	.75
Burning Rick, Cot, and Tree	C	.25	.50	.75
By the Ringwraith's Word	C	.05	.10	.15
Calendal	R	2.00	4.00	6.00
Call of Home	C	.05	.10	.15
Cameth Brin	U	.25	.50	.75
Carambor	R	2.00	4.00	6.00
Cam Dum	C	.05	.10	.15
Catch an Elusive Scent	U	.25	.50	.75
Cave Worm	C	.25	.50	.75
Cave-Drake	C	.05	.10	.15
Caves of Ulund	F	.25	.50	.75
Chill Them with Fear	R	1.50	3.00	4.50
Cirith Gorgor	U	.25	.50	.75
Cirith Ungol	U	.25	.50	.75
Ciryaher	U	.25	.50	.75
Come By Night Upon Them	R	1.50	3.00	4.50
Corpse-Candle	C	.05	.10	.15
Covetous Thoughts	U	.25	.50	.75
Crack in the Wall	U	.25	.50	.75
Crooked Promptings	C	.05	.10	.15
Dale	F	.25	.50	.75
Darkness Under Tree	R	1.50	3.00	4.50
Dead Marshes	U	.25	.50	.75
Deeper Shadows	U	.25	.50	.75

Despair of the Heart	C	.05	.10	.15
Dimrill Dale	U	.25	.50	.75
Dire Wolves	C	.05	.10	.15
Diversion	C	.05	.10	.15
Dogrib	U	.25	.50	.75
Dol Amroth	R	2.00	4.00	6.00
Dol Guldur	C	.05	.10	.15
Doors of Night	C	.05	.10	.15
Doreias	U	.25	.50	.75
Down Down to Goblin-Town	U	.25	.50	.75
Druadan Forest	U	.25	.50	.75
Dunharrow	U	.25	.50	.75
Duntending Spy	U	.25	.50	.75
Duntendings	R	1.50	3.00	4.50
Dunnish Clan-Hold	U	.25	.50	.75
Dwar the Ringwraith	F	.25	.50	.75
Dwar Unleashed	R	2.00	4.00	6.00
Dwarven Ring of Barin's Tribe	R	2.00	4.00	6.00
Dwarven Ring of Bavor's Tribe	R	1.50	3.00	4.50
Dwarven Ring of Drum's Tribe	R	2.00	4.00	6.00
Dwarven Ring of Durin's Tribe	R	2.00	4.00	6.00
Dwarven Ring of Dwalin's Tribe	R	2.00	4.00	6.00
Easterling Camp	F	.25	.50	.75
Easterlings	F	.25	.50	.75
Edoras	U	.25	.50	.75
Elf-lord Revealed in Wrath	R	1.50	3.00	4.50
Elves Upon Enantry	C	.05	.10	.15

Ent in Search of Entwives	U	.25	.50	.75
Eradan	U	.25	.50	.75
Ettenmoors	F	.25	.50	.75
Fell Rider	C	.05	.10	.15
Fell Winter	C	.05	.10	.15
Focus Palantir	U	.25	.50	.75
Foolish Words	C	.05	.10	.15
Forced March	C	.05	.10	.15
Four Trophies	R	2.00	4.00	6.00
Four-Smelling Paste	C	.05	.10	.15
Freeze the Flesh	R	1.50	3.00	4.50
Gaann-a-Lisch	C	.05	.10	.15
Ghosts	C	.05	.10	.15
Ghouls	C	.05	.10	.15
Giant	C	.05	.10	.15
Giant Spiders	C	.05	.10	.15
Gifts as Given of Old	C	.05	.10	.15
Gladden Fields	U	.25	.50	.75
Gleaming Gold Ring	C	.05	.10	.15
Glittering Caves	U	.25	.50	.75
Gober Mirlond	U	.25	.50	.75
Goblin-gate	F	.25	.50	.75
Goblins of Gobun-gate	F	.25	.50	.75
Gold Chains in the Wind	R	1.50	3.00	4.50
Gold Ring that Sauron Fancies	C	.05	.10	.15
Gondmaeglom	F	.25	.50	.75
Gondorian Rangers	C	.05	.10	.15
Gorbag	F	.25	.50	.75
Greed	C	.05	.10	.15
Grey Mountain Goblins	F	.25	.50	.75
Grishnakh	F	.25	.50	.75
Gulla	R	2.00	4.00	6.00
Hador	U	.25	.50	.75
Half-Trolls	U	.25	.50	.75
Haudh-in-Gwanur	F	.25	.50	.75
Heedless Revelry	R	1.50	3.00	4.50
Hendolen	R	1.50	3.00	4.50
Henneth Annun	U	.25	.50	.75
Heralded Lord	U	.25	.50	.75
Hermit's Hill	U	.25	.50	.75
Hidden Ways	C	.05	.10	.15
Hide in Dark Places	U	.25	.50	.75

High Helm	U	.25	.50	.75
Hill Trolls	R	1.50	3.00	4.50
Hillmen	R	2.00	4.00	6.00
Hoarmurath the Ringwraith	F	.25	.50	.75
Hoarmurath Unleashed	R	2.00	4.00	6.00
Hobgoblins	C	.05	.10	.15
Honey on the Tongue	R	2.00	4.00	6.00
Horse-Lords	C	.05	.10	.15
Horsemen in the Night	C	.05	.10	.15
Huron	C	.05	.10	.15
I'll be at Your Heels	C	.05	.10	.15
I'll Report You	C	.05	.10	.15
Ice-orcs	R	2.50	5.00	7.50
In the Name of Mordor	U	.25	.50	.75
Incite Defenders	C	.05	.10	.15
Incite Denizens	C	.05	.10	.15
Indur the Ringwraith	F	.25	.50	.75
Indur Unleashed	R	2.00	4.00	6.00
Iron Hill Dwarf-hold	R	2.50	5.00	7.50
Iron Road	U	.25	.50	.75
Isengard	U	.25	.50	.75
Jernek	F	.25	.50	.75
Khamul the Ringwraith	F	.25	.50	.75
Khamul Unleashed	R	2.00	4.00	6.00
Kill All But NOT the Halflings	R	2.00	4.00	6.00
Lagduf	U	.25	.50	.75
Lake-Town	U	.25	.50	.75
Land-Drake	C	.05	.10	.15
Landroval	R	3.00	6.00	9.00
Last Child of Ungoliant	R	1.50	3.00	4.50
Lawless Men	C	.05	.10	.15
Layos	F	.25	.50	.75
Leg It Double Quick	R	1.50	3.00	4.50
Lesser Spiders	C	.05	.10	.15
Lieutenant of Angmar	R	2.00	4.00	6.00
Lieutenant of Dol Guldur	R	2.00	4.00	6.00
Lieutenant of Morgul	R	2.00	4.00	6.00
Lond Galen	U	.25	.50	.75
Long Winter	C	.05	.10	.15
Lossadan Cairn	U	.25	.50	.75
Lossadan Camp	U	.25	.50	.75
Lost in Border-Lands	C	.05	.10	.15
Lost in Free-Domains	C	.05	.10	.15
Lost in Shadow-Lands	C	.05	.10	.15
Lost in Wilderness	C	.05	.10	.15
Luitprand	F	.25	.50	.75
Lure of Expedience	C	.05	.10	.15
Lure of Nature	C	.05	.10	.15
Lure of the Senses	C	.05	.10	.15
Magic Ring of Delusion	U	.25	.50	.75
Magic Ring of Enigma	U	.25	.50	.75
Magic Ring of Fury	U	.25	.50	.75
Magic Ring of Guile	U	.25	.50	.75
Magic Ring of Lies	U	.25	.50	.75
Magic Ring of Savagery	U	.25	.50	.75
Magic Ring of Shadows	U	.25	.50	.75
Magic Ring of Weals	U	.25	.50	.75
Marsh-Drake	C	.05	.10	.15
Men of Dorwinion	F	.25	.50	.75
Messenger of Mordor	R	3.00	6.00	9.00
Minas Morgul	C	.05	.10	.15
Minas Tirith	F	.25	.50	.75
Minions Stir	U	.25	.50	.75
Minor Ring	C	.05	.10	.15
Misty Mountain Wargs	U	.25	.50	.75
Morgul-blade	R	2.00	4.00	6.00
Moria	F	.25	.50	.75
Motionless Among the Slain	R	2.00	4.00	6.00
Mount Doom	U	.25	.50	.75
Mount Gram	U	.25	.50	.75
Mount Gundabad	F	.25	.50	.75
Muster Disperses	C	.05	.10	.15
Muzgash	F	.25	.50	.75
Nain	U	.25	.50	.75
Nevido Smod	F	.25	.50	.75
News Must Get Through	C	.05	.10	.15
News of Doom	C	.05	.10	.15
News of the Shire	R	2.00	4.00	6.00
No More Nonsense	R	1.50	3.00	4.50
No News of Our Riding	R	3.00	6.00	9.00
Not Slay Needlessly	U	.25	.50	.75
Nothing to Eat or Drink	U	.25	.50	.75
Nurnlag Camp	C	.05	.10	.15
Nurnlags	U	.25	.50	.75
Odoacer	F	.25	.50	.75
Old Cache	C	.05	.10	.15
Old Prejudice	R	2.50	5.00	7.50
Old Troll	U	.25	.50	.75
One Dear to You	R	2.00	4.00	6.00
Orc Brawler	C	.05	.10	.15
Orc Captain	U	.25	.50	.75
Orc Chieftain	U	.25	.50	.75
Orc Quarrels	C	.05	.10	.15
Orc Sniffler	C	.05	.10	.15
Orc Stealth	U	.25	.50	.75
Orc Tracker	C	.05	.10	.15
Orc Veteran	C	.05	.10	.15
Orc-Draughts	C	.05	.10	.15
Orc-Liquor	C	.05	.10	.15
Orc-mounts	R	2.00	4.00	6.00
Orc-Raiders	C	.05	.10	.15
Orc-Warband	C	.05	.10	.15
Orc-Watch	C	.05	.10	.15
Orcs of Angmar	U	.25	.50	.75
Orcs of Gorgoroth	U	.25	.50	.75
Orcs of Gundabad	F	.25	.50	.75
Orcs of Mirkwood	F	.25	.50	.75
Orcs of Morie	F	.25	.50	.75

Orcs of the Ash Mountains			
	U	.25	.50	.75
Orcs of the Ephel Duath	U	.25	.50	.75
Orcs of the Red Eye	U	.25	.50	.75
Orcs of the Udun	U	.25	.50	.75
Ost-in-Edhil	U	.25	.50	.75
Ostisen	F	.25	.50	.75
Palantir of Amon Sul	R	2.00	4.00	8.00
Palantir of Annuminas	R	1.50	3.00	4.50
Palantir of Elostirion	R	1.50	3.00	4.50
Palantir of Minas Tirith	U	1.00	2.00	3.00
Palantir of Orthanc	R	1.00	2.00	3.00
Palantir of Osgiliath	R	1.50	3.00	4.50
Paltry Ring	C	.05	.10	.15
Peiargir	U	.25	.50	.75
Perfect Gold Ring	R	2.50	5.00	7.50
Pirates	R	1.50	3.00	4.50
Plague	R	1.50	3.00	4.50
Plague of Wights	U	.25	.50	.75
Poison	R	1.50	3.00	4.50
Poisonous Despair	U	.25	.50	.75
Pon Dpar	F	.25	.50	.75
Radgug	R	.25	.50	.75
Raider-Hold	U	.25	.50	.75
Rats!	R	.25	.50	.75
Ready to His Will	R	1.50	3.00	4.50
Rebel-Talk	R	.05	.10	.15
Red Book of Westmarch	U	.25	.50	.75
Remnants of Old Robberies	R	2.00	4.00	6.00
Ren the Ringwraith	F	.25	.50	.75
Ren Unleashed	R	2.00	4.00	6.00
River	C	.05	.10	.15
Ruined Signal Tower	U	.25	.50	.75
Rumor of the One	R	1.50	3.00	4.50
[illegible]	R	1.50	3.00	4.50
Sable Shield	U	.25	.50	.75
Sam Gorlwing	F	.25	.50	.75
Saw-Toothed Blade	C	.05	.10	.15
Scatha Roused	R	2.00	4.00	6.00
Scorbe Roused	R	2.00	4.00	6.00
Scroll of Isildur	U	.25	.50	.75
Searching Eye	C	.05	.10	.15
Secrets of Their Forging	U	1.00	2.00	3.00
Seize Prisoners	C	.05	.10	.15
Sellswords Between Characters	C	.05	.10	.15
Shadow-Cloak	U	.25	.50	.75
Shagrat	F	.25	.50	.75
Shamas	R	2.00	4.00	6.00
Sheob's Lair	U	.25	.50	.75
Shrel-Kain	F	.25	.50	.75
Shut Yer Mouth	U	.25	.50	.75
Skies of Fire	C	.05	.10	.15
Slayer	C	.25	.50	.75
Smart and Secret	C	.05	.10	.15
Smaug Roused	R	2.00	4.00	6.00
Smoke on the Wind	R	2.00	4.00	6.00
Snaga	R	2.00	4.00	6.00
Snaga-Hai	C	.05	.10	.15
Sneakin'	R	1.50	3.00	4.50
So You've Come Back	U	.25	.50	.75
Some Secret Art of Flame	R	2.50	5.00	7.50
Something Has Slipped	R	1.50	3.00	4.50
Sons of Kings	C	.05	.10	.15
Southron Oasis	F	.25	.50	.75
Southrons	F	.25	.50	.75
Spying out the Land	R	1.50	3.00	4.50
Stabbed Him in His Sleep	C	.05	.10	.15
Stay Her Appetite	R	2.00	4.00	8.00
Stench of Mordor	U	.25	.50	.75
Stinker	U	.25	.50	.75
Stirring Bones	C	.05	.10	.15
Stone Trolls	U	.25	.50	.75
Stone-Circle	U	.25	.50	.75
Strange Rations	C	.05	.10	.15
Sudden Call	C	.05	.10	.15
Swag	U	.25	.50	.75
Swarm of Bats	C	.05	.10	.15
Swift Strokes	U	.25	.50	.75
Tarcil	R	2.00	4.00	6.00
Test of Fire	C	.05	.10	.15
Tharbad	U	.25	.50	.75
That Ain't No Secret	C	.05	.10	.15
That's Been Heard Before Tonight	C	.05	.10	.15
The Border-Watch	C	.05	.10	.15
The Iron Crown	R	4.00	8.00	12.00
The Least of Gold Rings	C	.05	.10	.15
The Lidless Eye	R	3.50	7.00	10.50
The Lonely Mountain	F	.25	.50	.75
The Mithril-coat	R	3.00	6.00	9.00
The Mouth	R	3.00	6.00	9.00
The Names Among Them	C	.05	.10	.15
The One Ring	R	6.00	12.00	18.00
The Oracle's Ring	R	2.50	5.00	7.50
The Reviled Ring	R	3.00	6.00	9.00
The Ring Leaves It's Mark	C	.05	.10	.15
The Ring Will Have But One Master	R	1.50	3.00	4.50
The Roving Eye	R	2.50	5.00	7.50
The Stones	R	2.00	4.00	6.00
The Warding Ring	R	2.50	5.00	7.50
The Warg-king	R	2.50	5.00	7.50
The Water's Tithe	U	1.00	2.00	3.00
The White Towers	U	.25	.50	.75
The Wind Throne	F	.25	.50	.75
The Witch-king	F	.25	.50	.75
The Witch-king Unleashed	R	2.50	5.00	7.50
The Worthy Hills	R	2.00	4.00	6.00
They Ride Together	R	1.50	3.00	4.50
Thing Stolen	U	.25	.50	.75
Thranduil's Folk	R	2.50	5.00	7.50
Thranduil's Halls	F	.25	.50	.75
Threats	R	1.50	3.00	4.50
Threlin	R	2.00	4.00	6.00
Thrice Outnumbered	U	.25	.50	.75
Thunder's Companion	C	.05	.10	.15
Tidings of Bold Spies	C	.05	.10	.15
Tidings of Death	R	2.00	4.00	6.00
Tidings of Doubt and Danger	U	.25	.50	.75
To Satisfy the Questioner	C	.05	.10	.15
Trifling Ring	C	.05	.10	.15
Troll Lout	C	.05	.10	.15
Troll-Chief	U	.25	.50	.75
Tros Hesnef	U	.25	.50	.75
True Fire-Drake	C	.05	.10	.15
Twilight	C	.05	.10	.15
Two-headed Troll	R	2.50	5.00	7.50
Uchel	U	.25	.50	.75
Uthtak	R	2.00	4.00	6.00
Ulkaur the Tongueless	R	2.00	4.00	6.00
Umbarean Corsairs	U	.25	.50	.75
Under His Blow	C	.05	.10	.15
Ungol-Orcs	U	.25	.50	.75
Urlurtsu Nurn	R	2.00	4.00	6.00
Uruk-hai	R	2.00	4.00	6.00
Uruk-lieutenant	R	2.50	5.00	7.50
Uvatha the Ringwraith	F	.25	.50	.75
Uvatha Unleashed	R	2.00	4.00	6.00
Vale of Erech	F	.25	.50	.75
Variag Camp	F	.25	.50	.75
Variags of Khand	F	.25	.50	.75
Veils Flung Away	U	.25	.50	.75
Veils of Shadow	R	2.00	4.00	6.00
Voices of Malice	C	.05	.10	.15
Waiting Shadow	R	2.50	5.00	7.50
Wake of War	C	.05	.10	.15
Wandering Eldar	R	1.50	3.00	4.50
War-Warg	C	.05	.10	.15
War-Wolf	C	.05	.10	.15
Wargs	C	.05	.10	.15
Wargs of the Forochel	R	1.50	3.00	4.50
Watcher in the Water	U	.25	.50	.75
We Have Come to Kill	R	1.50	3.00	4.50
Weariness of the Heart	C	.05	10	.15
Webs of Fear and Treachery	R	2.00	4.00	6.00
Weigh All Things to a Nicety	C	.05	10	.15
Where There's a Whip	R	2.50	5.00	7.50
While the Yellow Face Sleeps	R	3.00	6.00	9.00
Whip	U	.25	.50	.75
White Mountain Wolves	R	1.50	3.00	4.50
Wild Trolls	C	.05	.10	.15
Wisdom to Wield	U	.25	.50	.75
Woodmen	F	.25	.50	.75
Woodmen-town	F	.25	.50	.75
Words of Menace and Decent	R	1.50	3.00	4.50
Wose Passage-Hold	U	.25	.50	.75
Woses of the Eryn Vorn	R	2.00	4.00	6.00
Wrath of the West	U	.25	.50	.75
Zarak Dum	F	.25	.50	.75
Alatar the Hunter	U	1.00	2.00	3.00
All the Bells Ringing	U	.25	.50	.75
Alliance of Free Peoples	R	1.00	2.00	3.00
Alone and Unadvised	C	.05	.10	.15
Ancient Black Axe	R	1.00	2.00	3.00
Angmarim (Hero)	R	1.00	2.00	3.00
Angmarim (Minion)	R	1.00	2.00	3.00
Asdrags	U	.25	.50	.75
Baranax Roused	R	1.50	3.00	4.50
Biter and Beater!	C	.05	.10	.15
[illegible]	C	.25	.50	.75
Black Numenoreans	U	.25	.50	.75
Bow of the Galadhrim	U	.25	.50	.75
Burat ("Bert")	U	.25	.50	.75
Cirith Gorgor	R	1.00	2.00	3.00
Come at Need	C	.05	.10	.15
Corsairs of Rhûn	U	.25	.50	.75
Creature of an Older World	R	1.00	2.00	3.00
Daelamyn Roused	R	1.50	3.00	4.50
Dancing Spire	U	.25	.50	.75
Dark Tryst	C	.05	.10	.15
Driven As by a Madness	U	.25	.50	.75
Drughu	U	.25	.50	.75
Durin's Folk	C	.05	.10	.15
Dwarven Ring of Thelor's [illegible]	U	.25	.50	.75
Dwarven Ring of Thrar's Tribe	U	.25	.50	.75
Dwarven Travelers	C	.05	.10	.15
Eagles' Eyrie	U	.25	.50	.75
Earcaraxe Roused	R	1.50	3.00	4.50
Early Harvest	C	.05	.10	.15
Edhelland	R	1.50	3.00	4.50
Encharted Stream	C	.05	10	15
Eye Never Sleeping	U	.25	.50	75
Faithless Steward	R	1.00	2.00	3.00
Far Below the Deepest Delvings	R	.25	.50	.75
Farmer Maggot	R	2.50	5.00	7.50
Fealty Under Trial	C	.05	10	15
FEAR! FIRE FOES!	C	.05	.10	15
Framsburg	R	1.00	2.00	3.00
Full of Froth and Rage	C	.05	.10	15
Galadhrim	C	.05	.10	.15
Gandalf the White Rider	R	2.50	5.00	7.50
Geann a-Lisch	U	.25	.50	.75
Glamour of Surpassing Excellence	C	.05	.10	.15
Gobel Mirlond	U	.25	.50	.75
Goblin Earth-plumb	C	.05	.10	.15
Gold Hill	U	.25	.50	.75
Great Bats	C	.05	10	15
Great Lord of Goblin-gate	R	1.00	2.00	3.00
Grey Havens	R	1.00	2.00	3.00
Hail of Darts	R	1.00	2.00	3.00
Haradrim (Hero)	R	1.00	2.00	3.00
Haradrim (Minion)	U	.25	.50	75
Helm of Fear	U	.25	.50	75
Himring	U	.25	.50	75
Hoard Well-searched	C	.05	10	15
Hold Rebuilt and Repaired	C	.05	10	15
Hounds of Sauron	R	1.50	3.00	4.50
Irerock	U	.25	.50	75
Iron Shield of Old	C	.05	10	15
Isle of the Ulond	U	.25	.50	.75
Isles of the Dead that Live	U	.25	.50	.75
Itangast Roused	R	1.50	3.00	4.50
Ithil-Stone	R	2.50	5.00	7.50
Jewel of Beleriand	C	.05	.10	.15
Join With That Power	C	.05	.10	.15
Knights of the Prince	U	1.00	2.00	3.00
Lady of the Golden Wood	R	1.50	3.00	4.50
Legendary Star	C	.05	10	15
Leucaruth Roused	R	1.50	3.00	4.50
Lord of the Carrock	U	1.50	3.00	4.50
Lord of the Haven	U	1.50	3.00	4.50
Lorien	R	1.00	2.00	3.00
Master of the House	U	1.50	3.00	4.50
Mauhur	R	1.00	2.00	3.00
Mirnid	R	.25	.50	.75
Morgul-orcs	R	1.00	2.00	3.00
Mount Slain	R	1.00	2.00	3.00
Near to Hear a Whimper	R	1.00	2.00	3.00
Necklace of Girion	R	1.50	3.00	4.50
No Strangers at this Time	C	.05	10	15
Nurtags	U	.25	.50	.75
Nurnieg Camp	U	.25	.50	.75
Nurnigs	R	2.50	5.00	7.50
Old Forest	U	.25	.50	.75
Old Treasure	C	.05	.10	.15
One Foe to Breed a War	R	1.00	2.00	3.00
Orc-mail	R	1.00	2.00	3.00
Orcs of Dol Guldur	R	1.00	2.00	3.00
Orders from Lugbûrz	U	.25	.50	.75
Our Own Wolves	R	1.00	2.00	3.00
Ovir Hollow	U	.25	.50	.75
Padding Feet	R	1.00	2.00	3.00
Pallando the Soul-keeper	R	1.50	3.00	4.50
Perchen	U	.25	.50	.75
Petty-dwarves (Hero)	R	1.00	2.00	3.00
Petty-dwarves (Minion)	R	1.00	2.00	3.00
Pifler Anything Unwatched	U	.25	.50	.75
Power Against the Shadow	C	.05	10	15
Power Built by Waiting	C	.05	10	15
Powers too Dark and Terrible	R	1.00	2.00	3.00
Radagast the Tamer	R	1.00	2.00	3.00
Raider-hold	U	.25	.50	75
Records Unread	C	.05	10	15
Regiment of Black Crows	C	.05	10	15
Returned Beyond All Hope	C	.05	10	.15
Rhosgobel	R	1.00	2.00	3.00
Ride Against the Enemy	C	.05	.10	15
Riven Gate	R	1.00	2.00	3.00
Rivendell	R	1.50	3.00	4.50
Sack Over the Head	U	.25	.50	75
Safe from the Shadow	C	.05	.10	.15
Saruman the Wise	R	2.00	4.00	6.00
Secret Book	C	.05	.10	15
Short Legs are Slow	U	.25	.50	75
Skip Treacherously	C	.05	.10	15
Spies Feared	R	1.00	2.00	3.00
Steeds	R	1.00	2.00	3.00
Steward's Guard	C	.05	.10	.15
Stout Men of Gondor	C	.05	.10	.15
Summons from Long Sleep	C	.05	10	15
The Ash Mountain Deeps	C	.05	.10	15
The Balrog	R	1.50	3.00	4.50
The Dark Power	U	.25	.50	.75
The Barn-deeps	R	1.00	2.00	3.00
The Great Eye	R	1.00	2.00	3.00
The Iron-deeps	U	.25	.50	.75
The Misty Mountain Deeps	C	.05	10	15
The Mountains of Shadow Deeps	C	.05	10	15
The Pukel-deeps	R	1.00	2.00	3.00
The Sultur-deeps	U	.25	.50	.75
The Sun Unveiled	C	.05	.10	.15
The Tormented Earth	U	.25	.50	75
The Undeeps of Anduin	C	.05	10	15
The Under-courts	U	.25	.50	75
The Under-gallenes	U	.25	.50	.75
The Under-gates	U	.25	.50	.75
The Under-grottos	U	.25	.50	.75
The Under-leas	U	.25	.50	.75
The Under-roads	C	.05	.10	.15
The Under-vaults	U	.25	.50	.75
The White Mountains Cavern-ways	C	.05	.10	15
The Worthy Hills	U	.25	.50	75
Thong of Fire	R	2.00	4.00	6.00
Thrall-ring	R	1.00	2.00	3.00
Thror's Map	U	.25	.50	75
Tokens to Show	C	.05	10	15
Tolfalas	U	.25	.50	75
Tower Raided	R	1.00	2.00	3.00
Treason the Greatest Foe	U	1.00	2.00	3.00
Tribute Garnered	C	.05	10	15
Trolls from the Mountains	C	.05	10	15
Troth-ring	R	1.50	3.00	4.50
Trouble on All Borders	C	.05	10	15
Tuma ("Tom")	U	.25	.50	75
Turning Hope into Despair	C	.05	10	15
Unhappy Blows	R	1.50	3.00	4.50
Use Your Legs	R	1.00	2.00	3.00
Usnev of Treachery	C	.05	.10	.15
Wain-easterlings (Hero)	U	.25	.50	.75
Wain-easterlings (Minion)	U	.25	.50	.75
Weathertop	U	.25	.50	75
Well-preserved	U	.25	.50	75
Wellinghall	U	.25	.50	.75
Will Shaken	R	1.00	2.00	3.00
World Gnawed by the Nameless	R	1.00	2.00	3.00
Woses of the Eryn Vorn	U	.25	.50	.75
Wukag ("William")	U	.25	.50	.75
A Lie in Your Eyes	R	1.00	2.00	3.00
Above the Abyss	C	.05	.10	.15

MIDDLE-EARTH RPG

CCGs weren't Iron Crown's only bag of tricks. They also put out for 15 years a top-notch RPG called *Middle-earth Role Playing*. The elaborate yet elegant rules system combined with the allure of the Tolkien world to create an incredibly popular game. Scores of modules were released, many in very short supply. Some modules draw three-digit prices nowadays, and even the second edition softcover rulebook nets a cool $50.



MIDDLE EARTH: THE WIZARDS CCG: AGAINST THE SHADOW

IRON CROWN ENTERPRISES–1997

Full Set	75.00	100.00	125.00
Booster Pack	1.50	2.50	3.50
Booster Box	50.00	75.00	90.00

MIDDLE EARTH: THE WIZARDS CCG: THE WHITE HAND

IRON CROWN ENTERPRISES–1997

Full Set		75.00	100.00	125.00
Booster Pack		1.50	2.50	3.50
Booster Box		50.00	75.00	90.00
A Mirmer World	C	.05	.10	.15
A New Ringlord	R	1.00	2.00	3.00
A Panoply of Wings	C	.05	.10	.15
A Strident Spawn	U	.25	.50	.75
Alatar	C	.05	.10	.15
An Untimely Brood	C	.05	.10	.15
Arcane School	R	1.00	2.00	3.00
Await the Onset	R	2.00	4.00	6.00
Bad Company	C	.05	.10	.15
Beasts of the Wood	C	.05	.10	.15
Blasting Fire	C	.05	.10	.15
Blind to All Else	C	.05	.10	.15
Blind to the West	C	.05	.10	.15
Bow of Alatar	R	2.00	4.00	6.00
Cast from the Order	R	2.00	4.00	6.00
Chambers in the Royal Court	U	.25	.50	.75
Counterfeit	R	2.00	4.00	6.00
Crept Along Cleverly	C	.05	.10	.15
Cruel Claw Perceived	R	1.00	2.00	3.00
Deep Mines	C	.05	.10	.15
Delver's Harvest	U	.25	.50	.75
Doeth (Durthak)	R	2.00	4.00	6.00
Double-dealing	C	.05	.10	.15
Earth-eater	R	1.00	2.00	3.00
Echoes of the Song	C	.05	.10	.15
Eyog (Uizag)	R	2.00	4.00	6.00
Flotsam and Jetsam	R	1.00	2.00	3.00
Fool's Bane	U	.25	.50	.75
Fortress of the Towers	U	.25	.50	.75
Foul Tooth Unsheathed	C	.05	.10	.15
Friend of Secret Things	U	.25	.50	.75
Gandalf	C	.05	.10	.15
Gandalf's Friend	U	.25	.50	.75
Gatherer of Loyalties	C	.05	.10	.15
Girdle of Radagast	R	2.00	4.00	6.00
Give Welcome to the Unexpected	R	2.00	4.00	6.00
Glove of Radagast	R	2.00	4.00	6.00
Gnawed Ways	R	1.00	2.00	3.00
Goblin-feces	R	1.00	2.00	3.00
Govern the Storms	R	1.50	3.00	4.50
Great Patron	C	.05	.10	.15
Great Ruse	U	.25	.50	.75
Greater Half-orcs	R	1.00	2.00	3.00
Grey Embassy	U	.25	.50	.75
Guarded Haven	U	.25	.50	.75
Half-orcs	U	.25	.50	.75
Heart Grown Cold	U	.25	.50	.75
Hidden Haven	C	.05	.10	.15
Huntsman's Garb	U	.25	.50	.75
Ill-favoured Fellow	C	.05	.10	.15
In the Grip of Ambition	C	.05	.10	.15
Inner Rot	R	1.00	2.00	3.00
Ire of the East	C	.05	.10	.15
Isengard	C	.05	.10	.15
Join the Hunt	U	.25	.50	.75
Keys of Orthanc	R	2.00	4.00	6.00
Keys to the White Towers	R	2.00	4.00	6.00
Legacy of Smiths	C	.05	.10	.15
Liquid Fire	R	1.00	2.00	3.00
Longing for the West	U	.25	.50	.75
Lugdush	U	.25	.50	.75
Man of Skill	U	.25	.50	.75
Many-coloured Robes	U	.25	.50	.75
Mask Torn	R	1.50	3.00	4.50
Master of Shapes	U	.25	.50	.75
Mechanical Bow	C	.05	.10	.15
Mischief in a Mean Way	R	1.00	2.00	3.00
Nature's Revenge	R	1.00	2.00	3.00
Never Refuse	U	.25	.50	.75
Noble Steed	C	.05	.10	.15
Open to the Summons	U	.25	.50	.75
Orome's Warders	R	2.00	4.00	6.00
Pallando	C	.05	.10	.15
Pallando's Apprentice	U	.25	.50	.75
Pallando's Hood	U	.25	.50	.75
Piercing All Shadows	U	.25	.50	.75
Plotting Ruin	C	.05	.10	.15
Pocketed Robes	U	.25	.50	.75
Poison of his Voice	U	.25	.50	.75
Power Relinquished to Artifice	R	1.00	2.00	3.00
Promptings of Wisdom	U	.25	.50	.75
Prophet of Doom	R	2.00	4.00	6.00
Radagast	C	.05	.10	.15
Radagast's Black Bird	U	.25	.50	.75
Rhosgobel	C	.05	.10	.15
Ring of Fire	R	2.00	4.00	6.00
Rolled down to the Sea	R	2.00	4.00	6.00
Saruman	C	.05	.10	.15
Saruman's Machinery	R	1.00	2.00	3.00
Saruman's Ring	R	2.00	4.00	6.00
Shameful Deeds	U	.25	.50	.75
Shifter of Hues	R	1.00	2.00	3.00
Sly Southerner	C	.05	.10	.15
Sojourn in Shadows	R	1.00	2.00	3.00
Something Else at Work	R	1.00	2.00	3.00
Spells Born of Discord	U	.25	.50	.75
Squint-eyed Brute	C	.05	.10	.15
Squire of the Hunt	U	.25	.50	.75
Staves of Pallando	R	2.00	4.00	6.00
The Black Council	R	1.00	2.00	3.00
The Fiery Blade	R	1.00	2.00	3.00
The Forge-master	U	.25	.50	.75
The Fortress of Isen	U	.25	.50	.75
The Great Hunt	R	2.00	4.00	6.00
The Grey Hat	U	.25	.50	.75
The White Council	R	1.00	2.00	3.00
The White Hand	R	2.50	5.00	7.50
The White Towers	C	.05	.10	.15
The White Wizard	R	2.00	4.00	6.00
Thrall of the Voice	C	.05	.10	.15
Truths of Doom	U	.25	.50	.75
Ugluk	R	2.00	4.00	6.00
Vile Fumes	U	.05	.10	.15
War-forges	U	.25	.50	.75
White Light Broken	U	.25	.50	.75
Whole Villages Roused	R	1.00	2.00	3.00
Wild Horses	R	1.00	2.00	3.00
Wild Hounds	U	.25	.50	.75
Will You Not Come Down?	U	.25	.50	.75
Winged Change-master	R	1.00	2.00	3.00
Wizard's Myrmidon	C	.05	.10	.15
Wizard's Trove	R	1.00	2.00	3.00

MIDDLE EARTH: THE WIZARDS CCG: PROMOTIONAL CARDS

IRON CROWN ENTERPRISES–1995-98

Angmar Arises	PR	1.50	3.00	4.50
Bill Ferny	PR	1.50	3.00	4.50
Black Arrow	PR	2.50	5.00	7.50
Deadly Dart	PR	1.50	3.00	4.50
Fatty Bolger	PR	2.50	5.00	7.50
Fury of the Iron Crown	PR	2.50	5.00	7.50
Ireful Flames	PR	1.50	3.00	4.50
More Alert Than Most	PR	1.50	3.00	4.50
Nazgûl Breakers	PR	1.50	3.00	4.50
Never Seen Him	PR	1.50	3.00	4.50
Storm Crow	PR	1.50	3.00	4.50
The Arkenstone	PR	1.50	3.00	4.50
The Iron Crown	PR	3.50	7.00	1.50

MIDDLE EARTH: THE WIZARDS CCG: CHALLENGE DECKS

IRON CROWN ENTERPRISES–1998

A. Stewards of Gondor (Saruman, with Orc & Troll hazards)	9.95	10.95	11.95
B. Release the Prisoners (Alatar with corruption & Undead hazards)	9.95	10.95	11.95
C: Dwarven Quest (Pallando, with Animal hazards)	9.95	10.95	11.95
D. Bargain Between Friends (Radagast, with Man hazards)	9.95	10.95	11.95
E. Return of the King (Gandalf, with general creature hazards)	9.95	10.95	11.95
F. Spies and Traitors (Adunaphel, with Drake hazards)	9.95	10.95	11.95
G. Marauding Brood of Uglies (Dwar, with Wolf hazards)	9.95	10.95	11.95
H. Stealthy Tribe (Hoarmurath, with Undead hazards)	9.95	10.95	11.95
I. Morgul Rallying Cry (Witch-king, with Roadblock hazards)	9.95	10.95	11.95
J. Seducing Nations of Men (Indur, with corruption & general creature hazards)	9.95	10.95	11.95

MIDDLE EARTH: THE WIZARDS CCG: SPECIAL SETS AND ACCESSORIES

IRON CROWN ENTERPRISES–1995-98

Middle Earth CCG Casual Companion	6.95	7.95	8.95
Middle Earth CCG Gift Set (2 Unlimited starters, 4 Unlimited boosters, 2 Dragons boosters, 2 Dark Minions boosters, 2 dice, mag)	20.00	25.00	30.00
Middle Earth CCG Map Set	14.95	15.95	16.95
Middle Earth A Long-Expected Party	8.95	9.95	10.95
Middle Earth The Dragons Player Guide	8.95	9.95	10.95
Middle Earth The Lidless Eye Companion	8.95	9.95	10.95
Middle Earth The Lidless Eye Player Guide	12.95	13.95	14.95
Middle Earth The Wizards Companion	8.95	9.95	10.95
Middle Earth The Wizards Player Guide	12.95	13.95	14.95
The Balrog Balrog's Host Deck	17.95	18.95	19.95
The Balrog The Shadow-Deeps Deck	17.95	18.95	19.95

LORD OF THE RINGS CCG

DECIPHER–2001-2002

Booster Display (36 packs)	$118.44
Booster Pack (11 cards)	$3.29
Starter Deck (50 cards)	$11.95
Starter Display (12 decks)	$143.40

Wizard's Trove	R	1.00	2.00	3.00
A Host Avails Little	U	.50	.75	1.00
A Ranger's Versatility	U	.50	.75	1.00
A Talent for Not Being Seen	U	.50	.75	1.00
A Wizard Is Never Late	R	2.00	3.00	4.00
Albert Dreary, Entertainer From Bree	R	2.00	3.00	4.00
Alive and Unspoiled	R	2.00	3.00	4.00
All Blades Perish	U	.50	.75	1.00
All Thought Bent on It	U	.50	.75	1.00
All Veils Removed	R	2.00	3.00	4.00
An Able Guide	R	2.00	3.00	4.00
Ancient Chieftain	R	2.00	3.00	4.00
Ancient Enmity	U	.50	.75	1.00
Andúin Banks	C	.05	.15	.25
Andúin Confluence	U	.50	.75	1.00
Andúin Wilderland	C	.05	.15	.25
Aragorn's Bow	R	3.00	4.00	5.00
Aragorn's Pipe	U	.50	.75	1.00
Aragorn, King In Exile	P	3.50	5.00	6.50
Aragorn, Ranger Of The North	R	6.00	8.00	10.00
Armor	C	.05	.15	.25
Arwen's Fate	R	2.00	3.00	4.00
Arwen, Daughter Of Elrond	R	4.50	6.00	7.50
Asfaloth	U	.50	.75	1.00
Atheles	U	.50	.75	1.00
Axe Strike	C	.05	.15	.25
Bag End	U	.50	.75	1.00
Balin's Tomb	U	.50	.75	1.00
Band of the Eye	R	2.00	3.00	4.00
Barliman Butterbur, Prancing Pony Proprietor	U	.50	.75	1.00
Battle Fury	C	.05	.15	.25
Beauty Is Fading	R	2.00	3.00	4.00
Bent on Discovery	R	2.00	3.00	4.00
Bilbo Baggins, Retired Adventurer	R	5.00	7.00	9.00
Bilbo's Pipe	U	.50	.75	1.00
Bitter Hatred	U	.50	.75	1.00
Black Breath	U	.50	.75	1.00
Black Steed	R	2.00	3.00	4.00
Blade of Gondor	R	3.00	4.00	5.00
Blade Tip	U	.50	.75	1.00
Border Defenses	C	.05	.15	.25
Boromir's Cloak	U	.50	.75	1.00
Boromir, Lord Of Gondor	R	4.50	6.00	7.50
Boromir, Son Of Denethor	U	.50	.75	1.00
Bounder	C	.05	.15	.25
Bow of the Galadhrim	R	2.00	3.00	4.00
Bred For Battle	C	.05	.15	.25
Bree Gate	U	.50	.75	1.00
Bree Streets	U	.50	.75	1.00
Breeding Pit	C	.05	.15	.25
Breeland Forest	U	.50	.75	1.00
Brown Lands	U	.50	.75	1.00
Buckleberry Ferry	U	.50	.75	1.00
Carachras Has Not Forgiven Us	R	2.00	3.00	4.00
Cave Troll of Moria, Scourge Of The Black Pit	R	6.00	8.00	10.00
Cave Troll's Hammer	R	2.00	3.00	4.00
Celeborn, Lord Of Lorien	R	3.50	5.00	6.50
Change of Plans	R	2.00	3.00	4.00
Cleaving Blow	C	.05	.15	.25
Coat of Mail	C	.05	.15	.25
Council Courtyard	C	.05	.15	.25
Cruel Carachras	R	2.00	3.00	4.00
Curse From Mordor	U	.50	.75	1.00
Curse Their Foul Feet!	R	2.00	3.00	4.00
Dagger Strike	C	.05	.15	.25
Dark Whispers	R	2.00	3.00	4.00
Defiance	C	.05	.15	.25
Delving	C	.05	.15	.25
Denizens Enraged	R	2.00	3.00	4.00
Despair	R	2.00	3.00	4.00
Desperate Defense of the Ring	R	3.00	4.00	5.00
Desperate Measures	R	2.00	3.00	4.00
Dimrill Dale	U	.50	.75	1.00
Double Shot	R	2.00	3.00	4.00
Drawn to Its Power	U	.50	.75	1.00
Drums in the Deep	C	.05	.15	.25
Dunn's Secret	R	2.00	3.00	4.00
Dwarf Guard	C	.05	.15	.25
Dwarrowdelf Chamber	U	.50	.75	1.00
Dwarven Armor	C	.05	.15	.25



BULL'S-EYE Ten points if you hit Lurtz in the butt!

Dwarven Axe	C	.05	.15	.25
Dwarven Heart	C	.05	.15	.25
East Road	U	.50	.75	1.00
Elendil's Valor	C	.05	.15	.25
Elf-song	C	.05	.15	.25
Elrond, Lord Of Rivendell	R	4.50	6.00	7.50
Elven Bow	C	.05	.15	.25
Elven Cloak	C	.05	.15	.25
Emyn Muil	U	.50	.75	1.00
Enduring Evil	R	2.00	3.00	4.00
Enheartened Foe	R	2.00	3.00	4.00
Eregion's Trails	C	.05	.15	.25
Ettenmoors	C	.05	.15	.25
Extraordinary Resilience	C	.05	.15	.25
Far-seeing Eyes	C	.05	.15	.25
Farin, Dwarven Emissary	C	.05	.15	.25
Farmer Maggot's Fields	U	.50	.75	1.00
Farmer Maggot, Chaser Of Rascals	R	3.50	5.00	6.50
Fear	R	2.00	3.00	4.00
Foes of Mordor	U	.50	.75	1.00
Fool of a Took!	R	2.00	3.00	4.00
Forces of Mordor	C	.05	.15	.25
Ford of Bruinen	U	.50	.75	1.00
Foul Creation	U	.50	.75	1.00
Frenzy	C	.05	.15	.25
Frodo's Bedroom	U	.50	.75	1.00
Frodo, Old Bilbo's Heir	R	8.00	10.00	12.00
Frodo, Son Of Drogo	C	.05	.15	.25
Frozen by Fear	U	.50	.75	1.00
Galadriel's Glade	C	.05	.15	.25
Galadriel, Lady Of Light	R	4.50	6.00	7.50
Gandalf's Cart	U	.50	.75	1.00
Gandalf's Pipe	U	.50	.75	1.00
Gandalf, Friend Of The Shirefolk	R	8.00	10.00	12.00
Gandalf, The Grey Wizard	P	3.50	5.00	6.50
Gift of Boats	U	.50	.75	1.00
Gimli's Battle Axe	R	3.00	4.00	5.00
Gimli's Helm	R	3.00	4.00	5.00
Gimli, Dwarf Of Erebor	U	.50	.75	1.00
Gimli, Son Of Glóin	R	6.00	8.00	10.00
Glamdring	R	4.50	6.00	7.50
Gleaming Spires Will Crumble	U	.50	.75	1.00
Goblin Archer	R	2.00	3.00	4.00
Goblin Armory	R	2.00	3.00	4.00
Goblin Backstabber	C	.05	.15	.25
Goblin Domain	R	2.00	3.00	4.00
Goblin Marksman	C	.05	.15	.25
Goblin Patrol Troop	C	.05	.15	.25
Goblin Runner	U	.50	.75	1.00
Goblin Scavengers	C	.05	.15	.25
Goblin Scimitar	C	.05	.15	.25
Goblin Sneak	U	.50	.75	1.00
Goblin Spear	C	.05	.15	.25
Goblin Swarms	R	2.00	3.00	4.00
Goblin Wallcrawler	C	.05	.15	.25
Goblin Warrior	C	.05	.15	.25
Gondor's Vengeance	C	.05	.15	.25
Great Shield	C	.05	.15	.25
Greatest Kingdom of My People	R	2.00	3.00	4.00
Greed	R	2.00	3.00	4.00
Green Dragon Inn	U	.50	.75	1.00
Green Hill Country	U	.50	.75	1.00
Grimir, Dwarven Elder	U	.50	.75	1.00
Guard Commander	R	2.00	3.00	4.00
Gwemegil	R	2.00	3.00	4.00
Haldir, Elf Of The Golden Wood	U	.50	.75	1.00
Halfling Deftness	U	.50	.75	1.00
Halls of My Home	C	.05	.15	.25
Hate	R	2.00	3.00	4.00
Here Lies Balin, Son of Fundin	C	.05	.15	.25
Hobbit Appetite	C	.05	.15	.25
Hobbit Farmer	C	.05	.15	.25
Hobbit Intuition	C	.05	.15	.25
Hobbit Party Guest	C	.05	.15	.25
Hobbit Stealth	C	.05	.15	.25
Hobbit Sword	C	.05	.15	.25
Host of Thousands	C	.05	.15	.25
Hunt Them Down!	U	.50	.75	1.00
In the Ringwraith's Wake	R	2.00	3.00	4.00
Intimidate	C	.05	.15	.25
Journey Into Danger	R	2.00	3.00	4.00
Legolas, Greenleaf	R	8.00	10.00	12.00
Legolas, Prince Of Mirkwood	U	.50	.75	1.00
Let Folly Be Our Cloak	U	.50	.75	1.00
Let Them Come!	C	.05	.15	.25
Lightfootedness	C	.05	.15	.25
Longbottom Leaf	C	.05	.15	.25
Lord of Moria	C	.05	.15	.25
Lórien Elf	C	.05	.15	.25
Lost to the Goblins	R	2.00	3.00	4.00
Lothlórien Woods	U	.50	.75	1.00
Lurtz's Battle Cry	R	2.00	3.00	4.00
Lurtz, Servant Of Isengard	R	6.00	8.00	10.00
Mallorn-trees	U	.50	.75	1.00
Master Proudfoot, Distant Relative Of Bilbo	U	.50	.75	1.00
Merry, Friend To Sam	R	4.50	6.00	7.50
Merry, From O'er The Brandywine	C	.05	.15	.25
Midgewater Marshes	U	.50	.75	1.00
Midgewater Moors	U	.50	.75	1.00
Mithril Mine	U	.50	.75	1.00
Mithril Shirt	R	2.00	3.00	4.00
Murder Enraged	R	2.00	3.00	4.00
Mordor's Strength	C	.05	.15	.25
Morgul Blade	R	2.00	3.00	4.00
Morgul Gates	R	2.00	3.00	4.00
Morgul Hunter	R	2.00	3.00	4.00
Morgul Stormsher	U	.50	.75	1.00
Morgul Skulker	U	.50	.75	1.00
Morgul Warden	R	2.00	3.00	4.00
Moria Axe	R	2.00	3.00	4.00
Moria Lake	C	.05	.15	.25
Moria Scout	C	.05	.15	.25
Moria Stairway	U	.50	.75	1.00
Mysterious Wizard	C	.05	.15	.25
Nazgûl Sword	C	.50	.75	1.00
No Ordinary Storm	U	.50	.75	1.00
No Stranger to the Shadows	U	.50	.75	1.00
Noble Intentions	C	.05	.15	.25
Nobody Tosses a Dwarf	R	2.00	3.00	4.00
Not Easily Destroyed	U	.50	.75	1.00
Old Toby	C	.05	.15	.25
One Whom Men Would Follow	U	.50	.75	1.00
Orc Ambusher	C	.05	.15	.25
Orc Assassin	U	.50	.75	1.00
Orc Banner	R	2.00	3.00	4.00
Orc Bowmen	R	2.00	3.00	4.00
Orc Butchery	R	2.00	3.00	4.00
Orc Chieftain	C	.05	.15	.25
Orc Hunters	U	.50	.75	1.00
Orc Inquisitor	C	.05	.15	.25
Orc Scimitar	C	.05	.15	.25
Orc Scouting Band	U	.50	.75	1.00
Orc Soldier	C	.05	.15	.25

DECIPHER LORD OF THE RINGS CCG

Decipher's new CCG has already hit stores, and they've got another winner on their hands. The 365-card *Fellowship of the Ring* set includes everything central to the first story, and eight more expansions are planned to follow it up. Promo cards will also be playable in league play. With a cool format that casts the Free Peoples against the Shadow forces and a lineup that stays true to the characters, *Lord of the Rings* is a worthy successor to previous hits like the *Star Wars* and *Star Trek* CCGs.



Orc War Band	R	2.00	3.00	4.00
Orophin, Lórien Bowman	U	.50	.75	1.00
Orthanc Assassin	R	2.00	3.00	4.00
Ortzr, Man Of Laketown	R	3.00	4.00	5.00
Parry	R	2.00	3.00	4.00
Pass of Caradhras	U	.50	.75	1.00
Pathfinder	C	.05	.15	.25
Paths Seldom Trodden	U	.50	.75	1.00
Pillars of the Kings	U	.50	.75	1.00
Pinned Down	C	.05	.15	.25
Pippin, Friend To Frodo	C	.05	.15	.25
Pippin, Hobbit Of Some Intelligence	R	4.50	6.00	7.50
Plundered Armories	C	.05	.15	.25
Power According to His Stature	R	2.00	3.00	4.00
Pursuit Just Behind	R	2.00	3.00	4.00
Questions That Need Answering	R	2.00	3.00	4.00
Ranger's Sword	U	.50	.75	1.00
Relentless	U	.50	.75	1.00
Relentless Charge	U	.50	.75	1.00
Relics of Moria	R	2.00	3.00	4.00
Return to Its Master	R	2.00	3.00	4.00
Risk a Little Light	C	.05	.15	.25
Rivendell Terrace	U	.50	.75	1.00
Rivendell Valley	U	.50	.75	1.00
Rivendell Waterfall	U	.50	.75	1.00
Rosie Cotton, Hobbiton Lass	U	.50	.75	1.00
Rúmil, Elven Protector	U	.50	.75	1.00
Sam, Faithful Companion	R	5.00	7.00	9.00
Sam, Son Of Hamfast	C	.05	.15	.25
Saruman's Ambition	C	.05	.15	.25
Saruman's Chill	C	.05	.15	.25
Saruman's Frost	U	.50	.75	1.00
Saruman's Power	U	.50	.75	1.00
Saruman's Reach	R	2.00	3.00	4.00
Saruman's Snows	C	.05	.15	.25
Sauron's Defenses	U	.50	.75	1.00
Savagery to Match Their Numbers	R	2.00	3.00	4.00
Seeking It Always	U	.50	.75	1.00
Seeking Its Master	R	2.00	3.00	4.00
Servant of the Secret Fire	R	2.00	3.00	4.00
Shadow's Reach	C	.05	.15	.25
Shire Lookout Point	U	.50	.75	1.00
Shores of Nen Hithoel	U	.50	.75	1.00
Shoulder to Shoulder	C	.05	.15	.25
Silinde, Elf Of Mirkwood	U	.50	.75	1.00
Silverlode Banks	U	.50	.75	1.00
Sleep, Caradhras	C	.05	.15	.25
Slopes of Amon Hen	U	.50	.75	1.00
Songs of the Blessed Realm	C	.05	.15	.25
Sorry About Everything	C	.05	.15	.25
Spies of Saruman	R	2.00	3.00	4.00
Stairs of Khazad-dûm	C	.05	.15	.25
Stand Against Darkness	U	.50	.75	1.00
Still Draws Breath	C	.05	.15	.25
Sting	R	4.50	6.00	7.50
Stone Trolls	R	2.00	3.00	4.00
Stout and Sturdy	C	.05	.15	.25
Strength Born of Fear	C	.05	.15	.25
Strength of Kings	R	2.00	3.00	4.00
Strength of Spirit	C	.05	.15	.25
Summit of Amon Hen	C	.05	.15	.25
Support of the Last Homely House	U	.50	.75	1.00
Swan-ship of the Galadhrim	U	.50	.75	1.00
Sword of Minas Morgul	U	.50	.75	1.00
Swordarm of the White Tower	C	.05	.15	.25
Swordsman of the Northern Kingdom	C	.05	.15	.25
The Bridge of Khazad-dûm	C	.05	.15	.25
The Choice of Luthien	R	2.00	3.00	4.00
The Council of Elrond	R	2.00	3.00	4.00
The Dark Lord's Summons	U	.50	.75	1.00
The End Comes	R	2.00	3.00	4.00
The Gaffer's Pipe	U	.50	.75	1.00
The Gaffer, Sam's Father	R	3.00	4.00	5.00
The Irresistible Shadow	R	2.00	3.00	4.00
The Last Alliance of Elves and Men	R	2.00	3.00	4.00
The Long Dark	U	.50	.75	1.00
The Master's Will	U	.50	.75	1.00
The Mirror of Galadriel	R	2.00	3.00	4.00
The Misadventure of Mr. Underhill	R	2.00	3.00	4.00
The Nine Servants of Sauron	U	.50	.75	1.00
The Nine Walkers	R	2.00	3.00	4.00
The Number Must Be Few	U	.50	.75	1.00
The One Ring, Isildur's Bane	R	8.00	10.00	12.00
The One Ring, The Ruling Ring	C	.05	.15	.25
The Pale Blade	R	3.50	5.00	6.50
The Prancing Pony	U	.50	.75	1.00
The Ring's Oppression	C	.05	.15	.25
The Saga of Elendil	R	2.00	3.00	4.00
The Seen and the Unseen	C	.05	.15	.25
The Splendor of Their Banners	R	2.00	3.00	4.00
The Tale of Gil-galad	R	2.00	3.00	4.00
The Twilight World	R	2.00	3.00	4.00
The Underdeeps of Moria	R	2.00	3.00	4.00
The Weight of a Legacy	R	2.00	3.00	4.00
The White Arrows of Lórien	C	.05	.15	.25
The Witch-king, Lord Of Angmar	R	8.00	10.00	12.00
Their Arrows Enrage	C	.05	.15	.25
Their Halls of Stone	C	.05	.15	.25
Their Power Is in Terror	U	.50	.75	1.00
There and Back Again	C	.05	.15	.25
They Are Coming	C	.05	.15	.25
Thin and Stretched	R	2.00	3.00	4.00
Thrain, Dwarven Smith	U	.50	.75	1.00
Threat of the Unknown	C	.05	.15	.25
Threshold of Shadow	U	.50	.75	1.00
Thrór's Map	R	2.00	3.00	4.00
Through the Misty Mountains	U	.50	.75	1.00
Tol Brandir	U	.50	.75	1.00
Tower Lieutenant	U	.50	.75	1.00
Traitor's Voice	U	.50	.75	1.00
Treachery Deeper Than You Know	C	.05	.15	.25
Troll's Keyward	R	2.00	3.00	4.00
Trollshaw Forest	U	.50	.75	1.00
Troop of Uruk-hai	R	2.00	3.00	4.00
Ulairë Attëa, Keeper Of Dol Guldur	R	3.50	5.00	6.50
Ulairë Cantëa, Lieutenant Of Dol Guldur	R	3.50	5.00	6.50
Ulairë Enquëa, Lieutenant Of Morgul	U	.50	.75	1.00
Ulairë Lemenya, Lieutenant Of Morgul	U	.50	.75	1.00
Ulairë Nelya, Lieutenant Of Morgul	U	.50	.75	1.00
Ulairë Nertëa, Messenger Of Dol Guldur	U	.50	.75	1.00
Ulairë Otëa, Lieutenant Of Morgul	U	.50	.75	1.00
Ulairë Toldëa, Messenger Of Morgul	R	3.50	5.00	6.50
Under the Watching Eye	C	.05	.15	.25
Unfamiliar Territory	C	.05	.15	.25
Uruk Bloodlust	C	.05	.15	.25
Uruk Brood	C	.05	.15	.25
Uruk Fighter	C	.05	.15	.25
Uruk Guard	R	2.00	3.00	4.00
Uruk Lieutenant	R	2.00	3.00	4.00
Uruk Messenger	C	.05	.15	.25
Uruk Rager	C	.05	.15	.25
Uruk Savage	C	.05	.15	.25
Uruk Shaman	C	.05	.15	.25
Uruk Slayer	U	.50	.75	1.00
Uruk Soldier	C	.05	.15	.25
Uruk Spy	R	2.00	3.00	4.00
Uruk Warrior	C	.05	.15	.25
Uruk-hai Armory	C	.05	.15	.25
Uruk-hai Raiding Party	C	.05	.15	.25
Uruk-hai Rampage	U	.50	.75	1.00
Uruk-hai Sword	C	.05	.15	.25
Uruviel, Maid Of Lórien	C	.05	.15	.25
Valiant Man of the West	R	2.00	3.00	4.00
Wanness	U	.50	.75	1.00
Wealth of Moria	R	2.00	3.00	4.00
Weatherhills	U	.50	.75	1.00
Weathertop	U	.50	.75	1.00
Westfarthing	C	.05	.15	.25
What Are They?	C	.05	.15	.25
What Is This New Devilry?	U	.50	.75	1.00
Worry	U	.50	.75	1.00
Wreathed in Shadow	U	.50	.75	1.00
You Bring Great Evil	C	.05	.15	.25

COMPUTER/VIDEO GAMES:

INTERPLAY—1990-1994

J. R. R. Tolkien's The Lord of the Rings, Volume One: The Fellowship of the Ring 15.00 20.00 25.00

J. R. R. Tolkien's The Lord of the Rings, Volume Two: The Two Towers 15.00 20.00 25.00

Super NES Lord of the Rings 15.00 20.00 25.00

MELBOURNE HOUSE—1989

J. R. R. Tolkien's War in Middle-earth 10.00 15.00 20.00

MINIATURES GAMES:

FELLOWSHIP OF THE RING MINIATURES GAMES

GAMES WORKSHOP—2001-2002

Boxed Sets:

Ambush at Amon Hen
includes Aragorn, Gimli, Legolas, Dying Boromir, Lurtz, 3x Uruk-hai, Uruk-hai carrying Merry and Uruk-hai carrying Pippin $39.99

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Scenery

Ruined Tower of Weathertop	

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It'll cost you a pretty penny, going for up to $140, but if you can get your hands on this baby you'll see why it commands top dollar. Pitting the Free Peoples against the dark goblin forces, this 1994 classic employs some complex strategies that'll keep you on your toes every turn. The full-color map board and plethora of tokens are nice bonuses as well. Due to its age and scarcity, finding one in tip-top condition is near impossible, so snag one right up if you find a mint copy.



Wanna see tons more inside info on *Lord of the Rings*? Check out "Total Tolkien" on page 42 and our *Lord of the Rings* CCG Killer Deck on page 60.

Magic The Gathering®

CARD DESCRIPTION



CARD NAME: How you know what to call the card.

KIND: The Meddling Mage is a wizard.

POWER: Influence. Some has rated every card, with five-stars being the best and one-stars comprising the cream of the crop.

DESCRIPTION: Explains exactly what the card does.

ARTIST: Card's illustrator.

Meddling Mage comes into play and the player names a card.

EXPANSION: Tells you what set the card belongs to and the card's rarity. The Magic 2 is rare from the Planeshift expansion.

FLAVOR: Story related card.

POWER/TOUGHNESS: Only for creatures.

ARTIFACT

NAME	KIND	CR	PR	COST	SETS
Aladdin's Ring	ART	R	••	●●	R,4,5,6,7,AN
●● Aladdin's Ring deals 4 damage to target creature or player					
Alloy Golem	AC	L	•••	●	IN
As Alloy Golem comes into play, choose a color. Alloy Golem is the chosen color. 4/4.					
Beast of Burden	AC	R	••	●	7UL
Beast of Burden's power and toughness are each equal to the total number of creatures in play. */*					
Bloodstone Cameo	ART	U	•••	●	IN
● Add ● or ● to your mana pool					
Brass Herald	SC	U	••	●	AP
As Brass Herald comes into play, choose a creature type. When Brass Herald comes into play, reveal the top four cards of your library. Put all creature cards of the chosen type into your hand and the rest on the bottom of your library. All creatures of the chosen type get +1/+1. 2/2					
Caltrops	ART	J	••	●	7JD
Whenever a creature attacks, Caltrops deals 1 damage to it.					
Catalyst Stone	ART	R	••	●	OD
Flashback costs you pay cost up to ● less. Flashback costs your opponents pay cost ● more.					
Charcoal Diamond	ART	L	•••	●	6,7MG
Charcoal Diamond comes into play tapped. ● Add ● to your mana pool.					
Charmed Pendant	ART	R	••	●	OD
● Put the top card of your library into your graveyard. For each colored mana symbol in that card's mana cost, add one mana of that color to your mana pool. Play this ability any time you could play an instant.					
Chromatic Sphere	ART	U	•••	●	IN
●● Sacrifice Chromatic Sphere. Add one mana of any color to your mana pool. Draw a card.					
Coat of Arms	ART	R	••••	●	7EX
Each creature gets +1/+1 for each other creature in play that shares a creature type with it.					
Crosis's Attendant	AC	J	••	●	IN
● Sacrifice Crosis's Attendant: Add ●●● to your mana pool. 3/3.					
Crystal Rod	ART	U	••	●	L,U,R,4,5,6,7
Whenever a player plays a blue spell, you may pay ●. If you do, you gain 1 life.					
Dangaaz's Attendant	AC	U	••	●	IN
● Sacrifice Dangaaz's Attendant: Add ●●● to your mana pool. 3/3.					
Darkwater Egg	ART	U	•••	●	OD
●● Sacrifice Darkwater Egg: Add ●● to your mana pool. Draw a card.					
Dingus Egg	ART	R	•••	●	L,U,R,4,5,6,7
Whenever a land is put into a graveyard from play, Dingus Egg deals 2 damage to that land's controller.					
Disrupting Scepter	ART	R	••••	●	L,U,R,4,5,6,7
●● Target player discards a card from his hand. Play this ability only during your turn.					
Dodecapod	AC	U	•••	●	AP
A spell or ability an opponent controls causes you to discard Dodecapod from your hand: put it into play with two +1+1 counters on it instead of putting it into your graveyard. 3/3					
Draco	AC	R	•••	●●	PS
Draco costs ● less to play for each basic land type among lands you control. Flying. At the beginning of your upkeep, sacrifice Draco unless you pay ●●. This cost is reduced by ● for each basic land type among lands you control. 9/9					
Dragon Arch	ART	U	•••	●	AP
●● Put a multicolored creature card from your hand into play.					
Drake Skull Cameo	ART	J	•••	●	IN
● Add ● or ● to your mana pool.					
Dromar's Attendant	AC	J	••	●	IN
● Sacrifice Dromar's Attendant: Add ●●● to your mana pool. 3/3					
Embiazoned Golem	AC	J	•••	●	AP
Kicker ● Spend only colored mana on ●. No more than one mana of each color may be spent this way. If you paid the kicker cost, Embiazoned Golem comes into play with X +1/+1 counters on it. 1/2					
Ensnaring Bridge	ART	R	••••	●	7SN
Creatures with power greater than the number of cards in your hand can't attack.					
Fa'oz's Ban	ART	R	••	●	5,7N
Creature spells cost ● more to play.					
Fire Diamond	ART	L	•••	●	6,7MC
Fire Diamond comes into play tapped. ● Add ● to your mana pool.					
Flying Carpet	ART	R	•••	●	R,4,5,6,7,AN
●● Target creature gains flying until end of turn.					
Grafted Skullcap	ART	R	•••	●	7,,Z
At the beginning of your draw step, draw a card. At the end of your turn, discard your hand.					
Grapeshot Catapult	AC	U	•••	●	4,5,7,AD
● Grapeshot Catapult deals 1 damage to target creature with flying. 2/3					
Howling Mine	ART	R	••••	●	U,R,4,5,6,7
At the beginning of each player's draw step, if Howling Mine is untapped, that player draws a card.					
Iron Star	ART	U	••	●	L,U,R,4,5,6,7
Whenever a player plays a red spell, you may pay ●. If you do, you gain 1 life.					
Ivory Cup	ART	L	••	●	L,U,R,4,5,6,7
Whenever a player plays a white spell, you may pay ●. If you do, you gain 1 life.					
Jalum Tome	ART	R	•••	●	5,6,7,CH,AQ
●● Draw a card, then discard a card from your hand.					
Jandor's Saddlebags	ART	R	•••	●	R,4,5,7,AN
●● Untap target creature.					
Jayemdae Tome	ART	R	••••	●	U,R,4,5,6,7
●● Draw a card.					
Junk Golem	AC	R	•••	●	OD
Junk Golem comes into play with three +1/+1 counters on it. At the beginning of your upkeep, sacrifice Junk Golem unless you remove a +1/+1 counter from it. ● Discard a card from your hand. Put a +1/+1 counter on Junk Golem. 0/0					
Jushi Stakes	ART	R	••	●	IN
Creatures with power 1 or less don't untap during their controllers' untap steps.					
Legacy Weapon	ART	R	••	●	AP
●●●●● Remove target permanent from the game.					
If Legacy Weapon would be put into a graveyard from anywhere, reveal Legacy Weapon and shuffle it into its owner's library instead.					
Limestone Golem	AC	J	••	●	OD
● Sacrifice Limestone Golem: Target player draws a card. 3/4					
Lotus Guardian	AC	R	••	●	N
Flying. ● Add one mana of any color to your mana pool. 4/4					
Mana Cylix	ART	L	•••	●	PS
●● Add one mana of any color to your mana pool.					
Marble Diamond	ART	L	•••	●	6,7MG
Marble Diamond comes into play tapped. ● Add ● to your mana pool.					
Mask of Intolerance	ART	R	••	●	AP
At the beginning of each player's upkeep, if there are four or more basic land types among lands that player controls, Mask of Intolerance deals 3 damage to him or her.					
Meekstone	ART	R	•••	●	U,R,4,5,6,7
Creatures with power 3 or greater don't untap during their controllers' untap steps.					
Millstone	AC	J	•••	●	OD
●● Put the top card of your library into your graveyard. Add one colorless mana to your mana pool. 0,0					
Millstone	ART	R	•••	●	R,4,5,6,7,AD
●● Put the top two cards of target player's library into his graveyard.					
Mirari	ART	R	•••	●	OD
Whenever you play an instant or sorcery spell, you may pay ●. If you do, put a copy of that spell on the stack. You may choose new targets for the copy.					
Moss Diamond	ART	L	•••	●	6,7MG
Moss Diamond comes into play tapped. ● Add ● to your mana pool.					
Mossfire Egg	ART	U	•••	●	OD
●● Sacrifice Mossfire Egg: Add ●●● to your mana pool. Draw a card.					
Otarian Juggernaut	AC	R	••••	●	OD
Otarian Juggernaut can't be blocked by Walls. Threshold (Otarian Juggernaut gets +3/+0 and attacks each turn if able. 2/3					
Palagra Golem	AC	J	••	●	6,7MG
Palagra Golem gains flying until end of turn. 2/3					
Patchwork Gnomes	AC	U	••	●	7M,OD
Discard a card from your hand: Regenerate Patchwork Gnomes. 2/1					
Phyrexian Altar	ART	R	••	●	N
Sacrifice a creature: Add one mana of any color to your mana pool.					
Phyrexian Colossus	AC	R	••••	●	7...
Phyrexian Colossus doesn't untap during your untap step. Pay 8: Untap Phyrexian Colossus. Phyrexian Colossus can't be blocked except by three or more creatures. 8/8					
Phyrexian Mole	AC	L	••	●	7M
5/4					
Phyrexian Tower	ART	R	•••	●	4N
● Pay 1 life: Add one mana of any color to your mana pool.					
Pit Trap	ART	U	•••	●	7,A,JZ
●● Sacrifice Pit Trap: Destroy target attacking creature without flying. It can't be regenerated.					
Plaxcas Parte	ART	R	•••	●	N
●● Search your library for a card and put that card into					

BLACK

NAME	KIND	CR	PR	COST	SETS
Abyssal Horror	SC	R	••	●●●	7UZ
Flying. When Abyssal Horror comes into play, target player discards two cards from his hand. 2/2					
Abyssal Specter	SC	J	•••	●●●	5,6,7,A
Flying. Whenever Abyssal Specter deals damage to a player, that player discards a card from his hand. 2/3					
Addle	SOR	U	•••	●	IN
Choose a color. Target player reveals his hand. Then you choose a card of that color from it. That player discards that card.					
Affect	INS	C	••	●●	OD
Target creature gets -1/-1 until end of turn. Draw a card.					
Agonizing Demise	INS	C	•••	●●	N
Kicker ●● Destroy target nonblack creature. It can't be regenerated. If you paid the kicker cost, Agonizing Demise deals damage equal to that creature's power to the creature's controller.					
Agonizing Memories	SOR	U	••	●●●	6,7WL
Look at target player's hand and choose two cards from it. Put					

MAGIC FACT Before manaburn was changed to loss-of-life instead of damage, players were able to abuse Nova Pentacle's damage redirection ability by intentionally burning themselves.

MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

● ARTIFACT ● BLACK ● BLUE ● GOLD ● GREEN ● RED ● WHITE ● LAND

ART Artifact	EC Enchant Creature	EW Enchant World	LAN Land	SL Summon Legend
AC Artifact Creature	EL Enchant Land	INS Instant	LL Legendary Land	SOR Sorcery
EA Enchant Artifact	EN Enchantment	LA Legendary Artifact	SC Summon Creature	SP Split Card

[1] Banned in Type 1 [2] Restricted in Type 1 [3] Banned in Extended [4] Banned in Block Format
[5] Banned in Five-Color *Magic* [6] Restricted in Five-Color *Magic*

NAME	KIND	CR	PR	COST	SETS

them on top of that player's library in any order.

Andradite Leech SC R •• ●● ■
Black spells you play cost ● more to play. ● Andradite Leech gets +1/+1 until end of turn. 2/2

Annihilate INS J ••• ●●● N
Destroy target nonblack creature. It can't be regenerated. Draw a card.

Befoul SOR U ••• ●●● 7LZ
Destroy target land or nonblack creature. A creature destroyed this way can't be regenerated.

Bellowing Fiend SC R •• ●● 7TM
Flying. Whenever Bellowing Fiend deals damage to a creature, Bellowing Fiend deals 3 damage to that creature's controller and 3 damage to you. 3/3

Bereavement EN U •• ●● 7JZ
Whenever a green creature is put into a graveyard from play, its controller discards a card from his hand.

Blood Pet SC C •• ● 6 7TM
Sacrifice Blood Pet: Add ● to your mana pool. 1/1

Bloodscourge SC R •• ●● OD
Flying. At the beginning of your upkeep, put the top card of your library into your graveyard. Threshold: Bloodscourge gets +1/+1 and has "At the end of your turn, remove two cards in your graveyard from the game." 1/1

Bog Down SOR C ••• ●● PS
Kicker—Sacrifice two lands. Target player discards two cards from his or her hand. If you paid the kicker cost, that player discards three cards from his or her hand instead.

Bog Imp SC C •• ●● 4,5,6,7,DK
Flying. 1/1

Bog Initiate SC C •• ●● IN
● Add ● to your mana pool. 1/1

Bog Wraith SC U ••• ●● L,J,R,4,5,6,7
Swampwalk. 3/3

Brainis, Cabal Minion SC R •• ●●● OD
At the beginning of each player's upkeep, that player sacrifices an artifact creature or land. 2/2

Buried Alive SOR J •• ●● WL,OD
Search your library for up to three creature cards and put them into your graveyard. Then shuffle your library.

Cabal Inquisitor SC C •• ●● OD
Threshold ●● Remove two cards in your graveyard from the game: Target player discards a card from his or her hand. Play this ability only any time you could play a sorcery. 1/1

Cabal Patriarch SL C ••• ●●●● OD
●● Sacrifice a creature: Target creature gets -7/-7 until end of turn. ●● Remove a creature card in your graveyard from the game: Target creature gets -2/-2 until end of turn. 5/5

Cabal Shrine EN R •• ●●● OD
Whenever a player plays a spell, that player discards X cards from his or her hand, where X is the number of cards in all graveyards with the same name as that spell.

Canonic Toe EL U •• ●●● OD
Enchanted land has "● Target player loses 3 life."

Childhood Horror SC C ••• ●● 7L
Flying. Threshold: Childhood Horror gets +2/+2 and can't block. 2/2

Coffin Purge INS C •• ● 7P
Remove target card in a graveyard from the game. Flashback ●

Corrupt SOR C ••• ●● 7L
Corrupt deals to target creature or player damage equal to the number of swamps you control. You gain life equal to the damage dealt this way.

Cremate INS U •• ● IN
Remove target card in a graveyard from the game. Draw a card.

Crypt Angel SC R ••• ●● 7N
Flying, protection from white. When Crypt Angel comes into play, return target blue or red creature card from your graveyard to your hand. 3/3

Crypt Creeper SC C ••• ●● OD
Sacrifice Crypt Creeper: Remove target card in a graveyard from the game. 2

Crypt Rats SC C ••• ●● 7VS
● Crypt Rats deals X damage to each creature and each player. Spend only black mana for X. 1/1

Cursed Mummy SC R ••• ●● OD
Flying. Whenever Cursed Mummy becomes the target of a spell or ability, sacrifice it unless you discard a land card from your hand. 4/4

Dakmor Lancer SC U •• ●●● 7
When Dakmor Lancer comes into play, destroy target nonblack creature. 3/3

Dark Banishing INS C •• ●● 7,M,MS,TM
Destroy target nonblack creature. It can't be regenerated.

Dark Suspicions EN R ••• ●●● PS
At the beginning of each opponent's upkeep, that player loses 1 life for each card in his or her hand more than you have in your hand.

Darkest Hour EN R •• ● 7
All creatures are black.

Dead Ringers SOR C •• ●● 4● AS
Destroy two target nonblack creatures unless either one is color the other isn't. They can't be regenerated.

Death Bomb INS C •• 3● 7S
As an additional cost to play Death Bomb, sacrifice a creature. Destroy target nonblack creature. It can't be regenerated. Its controller loses 2 life.

Decaying Soil EN R •• ●●● 7
At the beginning of your upkeep, remove a card in your graveyard from the game. Threshold: Whenever a nontoken creature is put into your graveyard from play, you may pay ● ● to do, return that card to your hand.

Decompose SOR J •• ●● 7
Remove up to three target cards in a single graveyard from the game.

Defiling Tears INS U •• ●● 7
Until end of turn, target creature becomes black, gets +1/+1 and gains ●. Regenerate this creature.

Desolation Angel SC R•••• ●●●● AP
Kicker ●●. Flying. When Desolation Angel comes into play, destroy all lands you control. If you paid the kicker cost, destroy all lands instead. 5/4

Desperate Research SOR R ••• ●● N
Name a card other than a basic land. Then reveal the top seven cards of your library and put all of them with that name into your hand. Remove the rest from the game.

Devouring Strossus SC R ••• ●●●● IN
Flying, trample. At the beginning of your upkeep, sacrifice a creature. Sacrifice a creature: Regenerate Devouring Strossus. 9/9

Diabolic Intent SOR R ••••• ●● PS
As an additional cost to play Diabolic Intent, sacrifice a creature. Search your library for a card and put that card into your hand. Then shuffle your library.

NAME	KIND	CR	PR	COST	SETS

Diabolic Tutor SOR J ••• ●●● OD
Search your library for a card, and put that card into your hand. Then shuffle your library.

Dirty Werewat SC C ••• ●● OD
Discard a card from your hand: Regenerate Dirty Werewat. Threshold: Dirty Werewat gets +2/+2 and can't block. 2/3

Do or Die SOR R •• ●● ■
Separate all creatures target player controls into two face-up piles. Destroy all creatures in the pile of that player's choice. They can't be regenerated.

Drudge INS U •• ● IN
Sacrifice a creature: Draw a card.

Dregs of Sorrow SOR R ••••• ●●● 7TM
Destroy X target nonblack creatures. Draw X cards.

Drudge Skeletons SC C ••• ●● L,J,R,4,5,6,7
●: Regenerate Drudge Skeletons. 1/1

Duress SC C ••• ● 7JZ
Look at target opponent's hand and choose a noncreature, non-land card from it. That player discards that card.

Dusk Imp SC C •• ●● OD
Flying. 2/1

Duskwalker SC C ••• ■ IN
Kicker ●●. If you paid the kicker cost, Duskwalker comes into play with two +1/+1 counters on it and with "Duskwalker can't be blocked except by artifact creatures and/or black creatures." 1/1

Eastern Paladin SC R ••• ●●● 7JZ
●●●: Destroy target green creature. 3/3

Engineered Plague EN J ••• ●● 7JL
As Engineered Plague comes into play, choose a creature type. All creatures of the chosen type get -1/-1.

Entangle INS R •• ●● OD
Search your library for a card and put that card into your graveyard. Then shuffle your library.

Execute INS U •• ●● ■
Destroy target white creature. It can't be regenerated. Draw a card.

Exotic Curse SC C •• ●● IN
Enchanted creature gets +1/+1 for each basic land type among lands you control.

Exotic Disease SOR J •• ●● PS
Target player loses X life and you gain X life, where X is the number of basic land types among lands you control.

Face of Fear SC U •• ●● OD
●●: Discard a card from your hand: Face of Fear can't be blocked this turn except by artifact creatures and/or black creatures. 3/4

Fallen Angel SC R ••• ●●● 5,6,7,DK
Flying. Sacrifice a creature: Fallen Angel gets +2/+1 until end of turn. 3/3. Also in LG.

Famished Ghoul SC J •• ●● OD
●●: Sacrifice Famished Ghoul: Remove up to two target cards in a single graveyard from the game. 3/2

Fear SC C •• ●● L,J,R,4,5,6,7
Enchanted creature can't be blocked except by artifact creatures and/or black creatures. Also in IA.

Filthy Cur SC C •• ● OD
Whenever Filthy Cur is dealt damage, you lose that much life. 2/2

Firescreamer SC C •• ●● IN
● Firescreamer gets +1/+0 until end of turn. 2/2

Fledgling Imp SC C •• ●● OD
●: Target card from your hand: Fledgling Imp gains flying until end of turn. 2/2

Foul Imp SC U ••• ●● 7SH
Flying. When Foul Imp comes into play, you lose 2 life. 2/2

Foul Presence EC L ••• ●● AP
Enchanted creature gets -1/-1 and has ● Target creature gets -1/-1 until end of turn.

Frightcrawler SC C ••• ●● ■
Frightcrawler can't be blocked except by artifact creatures and/or black creatures. Threshold: Frightcrawler gets +2/+2 and can't block. 1/1

Fugue SOR U ••• ●●● 7EX
●: Target player discards three cards from his hand.

Ghastly Demise INS C •• ● OD
Destroy target nonblack creature. If its toughness is less than or equal to the number of cards in your graveyard minus 4, destroy that creature.

Giant Cockroach SC C •• ●● 7UL
4

Goham Djinn SC U ••• ●● IN
1: ● Regenerate Goham Djinn. Goham Djinn gets -2/-2 as long as it's black. The most common color among all permanents that target player reveals his or her hand. That player discards from it all nonland cards with the same name as another card in his or her hand.

Hollow Dogs SC C ••• ●● 7JZ
Whenever Hollow Dogs attacks, it gets +2/+0 until end of turn. 3/3

Hawi from Beyond NS C •••• ●● L,J,R,4,5,6,7
Target creature gets +X/+0 until end of turn. Also in IA.

Hypnotic Cloud SOR C •• ●● ■
Kicker ● Target player discards a card from his hand. If you paid the kicker cost, that player discards three cards from his hand instead.

Infected Vermin SC U ••• ●● OD
●● Infected vermin deals 1 damage to each creature and each player. Threshold ●● Infected vermin deals 3 damage to each creature and each player. 1/1

Infernal Contract SOR R •••• ●●●● 6,7,MG
Draw four cards. You lose half your life, rounded up.

Innocent Blood SOR C ••• ● OD
Each player sacrifices a creature.

Last Caress SOR C •• ●● AP
Target player loses 1 life and you gain 1 life. Draw a card.

Last Rites SOR C ••• ●● OD
Discard any number of cards from your hand. Target player reveals his or her hand, then you choose a nonland card from it for each card discarded this way. That player discards those cards.

Lashrac's Rite EC U •• ● 5,6,7,IA
Enchanted creature has swampwalk.

Looming Shade SC C ••• ●● 7JZ
●: Looming Shade gets +1/+1 until end of turn. 1/1

Lord of the Undead SC R ••• ●●● PS
All Zombies get +1/+1. ●●●: Return target Zombie card from your graveyard to your hand. 2/2

Maggot Carrier SC C ••• ● PS
When Maggot Carrier comes into play, each player loses 1 life. 1/1

Malevolent Awakening EN L ••• ●●● OD
●●●: Sacrifice a creature: Return target creature card from your graveyard to your hand.

Marauding Knight SC R ••• ●●● ■
Protection from white. Marauding Knight gets +1/+1 for each plains you and opponents control. 2/2

Megrim EN J ••• ●● 7SH
Whenever an opponent discards a card, Megrim deals 2 damage to them.

Mind Burst SOR C ••• ●● OD
Target player discards X cards from his or her hand, where X is one plus the number of Mind Burst cards in all graveyards.

Mind Extraction SOR C ••• ●● AP
As an additional cost to play Mind Extraction, sacrifice a creature. Target player reveals his or her hand and discards all cards of each of the sacrificed creature's colors from it.

Mind Twist SOR R •• ●● 7
Target player discards two cards from his hand.

Mindslicer SC R ••• ●●● OD
When Mindslicer is put into a graveyard from play, each player discards his or her hand. 4,3

Morbid Hunger SOR C ••• ●●● OD
Morbid Hunger deals 3 damage to target creature or player. You gain 3 life. Flashback ●●●

Morgue Theft SOR C ••• ●● OD
Return target creature card from your graveyard to your hand. Flashback ●●

Morgue Toad SC C ••• ●● PS
Sacrifice Morgue Toad: Add ●● to your mana pool. 2/2

Mortivore SC R ••• ●●● OD
Mortivore's power and toughness are each equal to the number of creature cards in all graveyards. ● Regenerate Mortivore. */*

Mournful Zombie SC C •• ●● AP
●: ● Target player gains 1 life. 2/1

Mourning EC C •• ● N
Enchanted creature gets -2/-0. ● Return Mourning to its owner's hand.

Mummy SOR C •• ●● 7EX
All creatures get -1/-1 until end of turn.

Necra Disciple SC C •• ● AP
●●: Add one mana of any color to your mana pool. ●●: Prevent the next 1 damage that would be dealt to target creature or player this turn. 1/1

Necra Sanctuary EN U •••• ●● AP
At the beginning of your upkeep, if you control a green or white permanent, target player loses 1 life. If you control a green permanent and a white permanent, that player loses 3 life instead.

Necravolver SC R •••• ●● AP
Kicker ●●, ● and/or ●. If you paid the ●●● kicker cost, Necravolver comes into play with two +1/+1 counters on it and has trample. If you paid the ● kicker cost, Necravolver comes into play with a +1/+1 counter on it and has "Whenever Necravolver deals damage, you gain that much life." 2/2

Necrologia INS U ••• ●●● 7EX
Pay Necrologia's only during your end of turn step. As an additional cost to play Necrologia, pay any amount of life. Draw X cards, where X is the amount of life paid this way.

Notorious Lich EN R • ●●●● OD
If you would be dealt damage, remove that many cards in your graveyard from the game instead. If you can't, you lose the game. If you would gain life, draw that many cards instead.

Nightmare SC R ••• ●● L,J,R,4,5,6,7
Flying. Nightmare's power and toughness are each equal to the number of swamps you control. */*

Nightscape Apprentice SC C •••• ● IN
●: ● Put target creature you control on top of its owner's library. ●●: Target creature gains first strike until end of turn. 1/1

Nightscape Battlemage SC J •••• ●● PS
Kicker ● and/or ●●. When Nightscape Battlemage comes into play, if you paid the ●● kicker cost, return up to two target nonblack creatures to their owners' hands. When Nightscape Battlemage comes into play, if you paid the ●● kicker cost, destroy target land. 2/2

Nightscape Familiar SC C •••• ●● PS
Blue spells and red spells you play cost ● less to play. ●●: Regenerate Nightscape Familiar. 1/1

Nightscape Master SC R •••• ●●● N
●●●: Return target creature to its owner's hand. ●●●: Nightscape Master deals 2 damage to target creature. 2/2

Nocturnal Raid INS L •• ●●● 7MG
Black creatures get +2/+0 until end of turn.

Noxious Vapors SOR L •• ●●● PS
Each player reveals his or her hand and chooses one card of each color from it, then discards all other nonland cards from it.

Oppression EN R •• ●●● 7JZ
Whenever a player plays a spell, that player discards a card from his hand.

Ostracize SOR C •••• ● 7JL
Look at target opponent's hand and choose a creature card from it. That player discards that card.

Overeager Apprentice SC C •• ●● OD
Discard a card from your hand: Sacrifice Overeager Apprentice. Add ●● to your mana pool. 1/2

Painbringer SC C •• ●●● OD
●: Remove any number of cards in your graveyard from the game. Target creature gets -X/-X until end of turn, where X is the number of cards removed this way. 1/1

Patriarch's Desire EC C •• ●● OD
Enchanted creature gets +2/+2. Threshold: Enchanted creature gets an additional +2/+2.

Persecute SOR R ••• ●●● 7JZ
Choose a color. Then look at target player's hand. That player discards all cards of the chosen color from his hand.

Phyrexian Arena EN R •••• ●●● AP
At the beginning of your upkeep, you draw a card and you lose 1 life.

Phyrexian Battleflies SC C •• ● IN
Flying. ● Phyrexian Battleflies gets +1/+0 until end of turn. This ability may be played no more than twice each turn. 0/1

Phyrexian Bloodstock SC C •• ●● PS
When Phyrexian Bloodstock leaves play, destroy target white creature. It can't be regenerated. 3/3

Phyrexian Delver SC R ••• ●●● IN
When Phyrexian Delver comes into play, return target creature card from your graveyard to play. You lose life equal to that card's converted mana cost. 3/2

Phyrexian Gargantua SC U ••• ●●● AP
Whenever Phyrexian Gargantua comes into play, you draw two cards and you lose 2 life. 4/4

Phyrexian Infiltrator SC R •••• ●● IN
●●●: Exchange control of Phyrexian Infiltrator and target creature. 2/2

Phyrexian Rager SC C ••• ●● AP
When Phyrexian Rager comes into play, you draw a card and you lose 1 life. 2/2

Phyrexian Reaper SC C •• ●● IN
Whenever Phyrexian Reaper becomes blocked by a green creature, destroy that creature. It can't be regenerated. 3/3

Phyrexian Scuta SC R ••• ●●● PS
Kicker-Pay 3 life. If you paid the kicker cost, Phyrexian Scuta comes into play with two +1/+1 counters on it. 3/3

Phyrexian Slayer SC C •• ●● N
Flying. Whenever Phyrexian Slayer becomes blocked by a white creature, destroy that creature. It can't be regenerated. 2/2

Plague Beetle SC C •• ● 7UL
Swampwalk. 1/1

Plague Spitter SC U ••• ●● IN
At the beginning of your upkeep, Plague Spitter deals 1 damage to each creature and each player. When Plague Spitter is put into a graveyard from play, Plague Spitter deals 1 damage to each creature and each player. 2/2

Planar Despair SOR R ••• ●●● AP
All creatures get -1/-1 until end of turn for each basic land type among lands you control.

Planeswalker's Scorn EN R •••• ●● PS
●●: Target opponent reveals a card at random from his or her hand. Target creature gets -X/-X until end of turn, where X

KILLER COMBOS



Wait! Before you dismiss Crovax's Wrath as just another crappy Wrath Of God substitute, check out what you get for your six mana. Since you'll probably gain threshold, you get a Wrath of God and two 2/2 flyers. Not too shabby.

MAGIC SET ABBREVIATIONS

AI	*Alliances*	**DK**	*The Dark*	**HL**	*Homelands*	**MG**	*Mirage*	**PS**	*Planeshift*	**SH**	*Stronghold*	**UZ**	*Urza's Saga*
AQ	*Antiquities*	**EX**	*Exodus*	**IA**	*Ice Age*	**MM**	*Merc. Masques*	**PY**	*Prophecy*	**TM**	*Tempest*	**VS**	*Visions*
AN	*Arabian Nights*	**FE**	*Fallen Empires*	**IN**	*Invasion*	**NE**	*Nemesis*	**R**	*Revised*	**U**	*Unlimited*	**WL**	*Weatherlight*
AP	*Apocalypse*	**5**	*Fifth Edition*	**L**	Limited	**OD**	*Odyssey*	**7**	*Seventh Edition*	**UD**	*Urza's Destiny*		
CH	*Chronicles*	**4**	*Fourth Edition*	**LG**	*Legends*	**PR**	Promo	**6**	*Sixth Edition*	**UL**	*Urza's Legacy*		

MAGIC The Gathering
Players Guide

NAME	KIND	CR	PR	COST	SETS
the revealed card's converted mana cost. Play this ability only any time you could play a sorcery.					
Quagmire Druid	SC	C	•••	2	AP
Sacrifice a creature: Destroy target enchantment. 2/2					
Rag Man	SC	R	••	2	4.5.6.7DK
Look at target opponent's hand. That player discards a creature card at random from it. Play this ability only during your turn. 2/1					
Raise Dead	SOR	C	••		L.J.R.4.5.6.7
Return target creature card from your graveyard to your hand.					
Ravenous Rats	SC	C	•••		UD.IN
When Ravenous Rats comes into play, target opponent discards a card from his hand. 1/1					
Razortooth Rats	SC	C	••		6.7WL
Razortooth Rats can't be blocked except by artifact creatures and/or black creatures. 2/2					
Reckless Spite	MS	U	••		TM.IN
Destroy two target nonblack creatures. You lose 5 life.					
Recover	SOR	C	••		IN
Return target creature card from your graveyard to your hand. Draw a card.					
Repentant Vampire	SC	R	•••		DD
Flying. Whenever a creature dealt damage by Repentant Vampire this turn is put into a graveyard, put a +1/+1 counter on Repentant Vampire. Threshold: Repentant Vampire is white and has "Destroy target black creature." 3/3					
Reprocess	SOR	R	•••		7JZ
Sacrifice any number of artifacts, creatures, and/or lands. Draw a card for each permanent sacrificed this way.					
Revenant	SC	R	•••		7SH
Flying. Revenant's power and toughness are each equal to the number of creature cards in your graveyard. 1/1					
Rotting Giant	SC	U	•••		DD
Whenever Rotting Giant attacks or blocks, sacrifice it unless you remove a card in your graveyard from the game. 3/3					
Sadistic Hypnotist	SC	U	••		DD
Sacrifice a creature: Target player discards two cards from his or her hand. Play this ability only any time you could play a sorcery. 2/2					
Scathe Zombies	SC	C	•		L.R.4.5.6.7
2/2					
Scavenged Weaponry	EC	C	••		N
When Scavenged Weaponry comes into play, draw a card. Enchanted creature gets +1/+1.					
Screams of the Damned	EN	J	••		DD
Remove a card in your graveyard from the game: Screams of the Damned deals 1 damage to each creature and each player.					
Serpent Warrior	SC	C	•		7SH
When Serpent Warrior comes into play, you lose 3 life. 3/3					
Shriek of Dread	INS	C	••		PS
Target creature can't be blocked this turn except by artifact creatures and/or black creatures.					
Sinister Strength	EC	C	••••		PS
Enchanted creature gets +3/+1 and is black.					
Skeletal Scrying	INS	J	••		DD
As an additional cost to play Skeletal Scrying, remove X cards in your graveyard from the game. You draw X cards and you lose X life.					
Skull Fracture	SOR	J	••		DD
Target player discards a card from his or her hand. Flashback					
Slay	INS	J	••		PS
Destroy target green creature. It can't be regenerated. Draw a card.					
Soul Burn	SOR	C	•••		IA.IN
Spend only black and/or red mana for X. Soul Burn deals X damage to target creature or player. You gain life equal to the damage dealt, but not more than the amount of spent on X. The player's life total before Soul Burn dealt damage or the creature's toughness.					
Soul Feast	SOR	U	••		7UO
Target player loses 4 life and you gain 4 life.					
Spineless Thug	SC	C	••		7NF
Spineless Thug can't block. 2/2					
Spreading Plague	EN	R	•••		N
Whenever a creature comes into play, destroy all other creatures that share a color with it. They can't be regenerated.					
Stalking Bloodsucker	SC	R	•••		DD
Flying. Discard a card from your hand: Stalking Bloodsucker gets +2/+2 until end of turn. 4/4					
Strands of Night	EN	J	••		6.7WL
Pay 2 life: Sacrifice a swamp. Return target creature card from your graveyard to play.					
Stronghold Assassin	SC	R	•••		7SH
Sacrifice a creature: Destroy target nonblack creature. 2/1					
Suppress	SOR	U	•••		AP
Target player removes all cards in his or her hand from the game face down. At the end of that player's next turn, that player returns those cards to his or her hand.					
Tainted Æther	EN	R	••		7LZ
Whenever a creature comes into play, its controller sacrifices a creature or land.					
Tainted Pact	INS	R	••		DD
Remove the top card of your library from the game. You may put that card into your hand unless it has the same name as another card removed this way. Repeat this process until you put a card into your hand or you remove two cards with the same name, whichever happens first.					
Tainted Well	EL	C	••		N
When Tainted Well comes into play, draw a card. Enchanted land is a swamp.					
Tombfire	SOR	R	••		DD
Target player removes all cards with flashback in his or her graveyard from the game.					
Traveling Plague	EC	R	••		DD
At the beginning of each player's upkeep, put a plague counter on Traveling Plague. Enchanted creature gets -1/-1 for each plague counter on Traveling Plague. When enchanted creature leaves play, that creature's controller returns Traveling Plague from his or her graveyard to play.					
Trench Worm	SC	J	•••		N
Swampwalk. Whispering Shade gets +1/+1 until end of turn. 1/1					
Trenching Steed	SC	C	•••		DD
Destroy target nonbasic land. 3/3					
Tsabo's Assassin	SC	R	•••		IN
Destroy target creature if it shares a color with the most common color among all permanents or the color tied for most common. A creature destroyed this way can't be regenerated. 1/1					
Tsabo's Decree	INS	R	•••		IN
Choose a creature type. Target player reveals his hand and discards all creature cards of that type from it. Then destroy all creatures of that type that player controls. They can't be regenerated.					
Twilight's Call	SOR	R	•••		N
You may play Twilight's Call any time you could play an instant. If you, play more to play it. Each player returns all creature cards from his graveyard to play.					
Unholy Strength	EC	C	•••		L.U.R.4.5.7
Enchanted creature gets +2/+1.					
Urborg Emissary	SC	J	••••		IN
Kicker. When Urborg Emissary comes into play, if you paid the kicker cost, return target permanent to its owner's hand. 3/1					
Urborg Phantom	SC	C	•••		IN
Urborg Phantom can't block. Prevent all combat damage that would be dealt to and dealt by Urborg Phantom this turn. 3/1					
Urborg Shambler	SC	U	••		IN
All other black creatures get +1/+1. 4/3					
Urborg Skeleton	SC	C	•••		IN
Kicker. Regenerate Urborg Skeleton: If you paid the kicker cost, Urborg Skeleton comes into play with a +1/+1 counter on it. 1/1					
Urborg Uprising	SOR	C	••		AP
Return up to two target creature cards from your graveyard to your hand. Draw a card.					
Volcano Imp	SC	C	•••		PS
Flying. Volcano Imp gains first strike until end of turn. 2/2					
Wall of Bone	SC	U	••		L.J.R.4.5.7
Regenerate Wall of Bone. 1/4					
Warped Devotion	EN	U	•••		PS
Whenever a permanent is returned to a player's hand, that player discards a card from his or her hand.					
Western Paladin	SC	R	••••		ZUZ
Destroy target white creature. 3/3					
Whispering Shade	SC	C	••		DD
Swampwalk. Whispering Shade gets +1/+1 until end of turn. 1/1					
Yawgmoth's Agenda	EN	R	•••••		IN
Play no more than one spell each turn. You may play cards in your graveyard as though they were in your hand. If a card would be put into your graveyard from anywhere, remove it from the game instead.					
Yawgmoth's Edict	EN	U	••		ZUZ
Whenever an opponent plays a white spell, that player loses 1 life and you gain 1 life.					
Zombie Assassin	SC	C	••		DD
Remove two cards in your graveyard and Zombie Assassin from the game: Destroy target nonblack creature. It can't be regenerated. 3/2					
Zombie Boa	SC	C	•••		AP
Choose a color. Whenever Zombie Boa becomes blocked by a creature of that color this turn, destroy that creature. Play this ability only any time you could play a sorcery. 3/3					
Zombie Cannibal	SC	C	•••		DD
Whenever Zombie Cannibal deals combat damage to a player, you may remove target card in that player's graveyard from the game. 1/1					
Zombie Infestation	EN	U	•••		DD
Discard two cards from your hand: Put a 2/2 black Zombie creature token into play.					
Zombify	SOR	U	•••		DD
Return target creature card from your graveyard to play.					

BLUE

NAME	KIND	CR	PR	COST	SETS
Aboshan, Cephalid Emperor	SL	R	•••		DD
Tap an untapped Cephalid you control: Tag target permanent. Tap all creatures with flying. 3/3					
Abeshan's Desire	EC	C	•••		DD
Enchanted creature has flying. Threshold: Enchanted creature can't be the target of spells or abilities.					
Æther Burst	INS	C	•••		DD
Return up to X target creatures to their owners' hands, where X is one plus the number of Æther Burst cards in all graveyards as you play Æther Burst.					
Air Elemental	SC	J	••••		L.J.R.4.5.6.7
Flying. 4/4					
Allied Strategies	SOR	J	•••		PS
Target player draws a card for each basic land type among lands he or she controls.					
Amugaba	SC	R	•••		DD
Flying. Discard a card from your hand: Return Amugaba to its owner's hand. 6/6					
Ancestral Memories	SOR	R	••		6.7MG
Look at the top seven cards of your library. Put two of them into your hand and the rest into your graveyard.					
Arcane Laboratory	EN	C	•••		7JZ
Each player can't play more than one spell each turn.					
Archivist	SC	R	•••		ZUL
Draw a card. 1/1					
Arctic Merfolk	SC	C	•		PS
Kicker: Return a creature you control to its owner's hand. If you paid the kicker cost, Arctic Merfolk comes into play with a +1/+1 counter on it. 1/1					
Aura Graft	INS	J	••		DD
Move target enchantment that's enchanting a permanent to another permanent it can enchant. Gain control of that enchantment.					
Avan Fisher	SC	C	•••		DD
Flying. When Avan Fisher is put into a graveyard from play, you may draw a card. 2/2					
Aven Smokeweaver	SC	U	•••		DD
Flying, protection from red. 2/3					
Aven Windreader	SC	C	•••		DD
Flying. Target player reveals the top card of his or her library. 3/3					
Baleful Stare	SOR	U	•••		7
Target opponent reveals his or her hand. You draw a card for each mountain and red card in it.					
Balshan Beguiler	SC	J	••		DD
Whenever Balshan Beguiler deals combat damage to a player, that player reveals the top two cards of his or her library. You choose one of those cards and put it into his or her graveyard. 1/1					
Balshan Griffin	SC	J	•••		DD
Flying. Discard a card from your hand: Return Balshan Griffin to its owner's hand. 3/2					
Bamboozle	SOR	U	••		DD
Target player reveals the top four cards of his or her library. You choose two of those cards and put them into his or her graveyard. Put the rest on top of his or her library in any order.					
Barrin's Unmaking	INS	C	•		N
Return target permanent to its owner's hand if that permanent shares a color with the most common color among all permanents or the color tied for most common.					
† Battle of Wits	EN	R	•		DD
At the beginning of your upkeep, if you have 200 or more cards in your library, you win the game.					
Benthic Behemoth	SC	R	••		7TM
Islandwalk. 7/6					
Blind Seer	SL	R	•••		
Target spell or permanent becomes the color of your choice until end of turn. 3/3					
Boomerang	INS	C	•••		5.6.7CH..G
Return target permanent to its owner's hand. Also in AFG.					
Breaking Wave	SOR	R	•••		IN
You may play Breaking Wave any time you could play an instant if you pay more to play it. Simultaneously untap all tapped creatures and tap all untapped creatures.					
Careful Study	SOR	C	••		DD
Draw two cards, then discard two cards from your hand.					
Cephalid Breeder	SC	J	•••		DD
Target player draws two cards, then discards two cards from his or her hand. 2/2					
Cephalid Looter	SC	C	••		DD
Target player draws a card, then discards a card from his or her hand. 2/1					
Cephalid Retainer	SC	R	••		DD
Tap target creature without flying. 2/3					
Cephalid Scout	SC	C	•••		DD
Flying. Sacrifice a land: Draw a card. 1/1					
Cephalid Shrine	EN	R	•		DD
Whenever a player plays a spell, counter that spell unless that player pays X, where X is the number of cards in all graveyards with the same name as the spell.					
Cata Disciple	SC	C	•••		AP
Target creature gets +2/+0 until end of turn. Add one mana of any color to your mana pool. 1/1					
Cata Sanctuary	EN	U	•••		AP
At the beginning of your upkeep, if you control a red or green permanent, draw a card, then discard a card from your hand. If you control a red permanent and a green permanent, instead draw two cards, then discard a card from your hand.					
Cataclysm	SC	R	•••		AP
Kicker and/or . If you paid the kicker cost, Cataclysm comes into play with two +1/+1 counters on it and has first strike. If you paid the kicker cost, Cataclysm comes into play with a +1/+1 counter on it and has trample. 1/1					
Chamber of Manipulation	EL	U	•••		DD
Enchanted land has . Discard a card from your hand: Gain control of target creature until end of turn.					
Coastal Drake	SC	C	••		AP
Flying. Return target Kavu to its owner's hand. 2/2					
Cognivore	SC	R	••		DD
Flying. Cognivore's power and toughness are each equal to the number of instant cards in all graveyards. 2/2					
Corrective Restraint	EN	R	•••		IN
Creatures can't attack you, unless their controller pays for each creature attacking you, where X is the number of basic land types among lands you control.					
Concentrate	SOR	U	•••		DD
Draw three cards.					
Confiscate	EP	U	•••		7JZ
You control enchanted permanent.					
Confound	INS	C	••••		PS
Counter target spell that targets one or more creatures. Draw a card.					
Coral Merfolk	SC	C	•		7LZ
2/1					
Counterspell	INS	C	•••••		L.U.R.4.5.6.7
Counter target spell. Also in IA.TM.MM.					
Crystal Spray	INS	R	••		N
Change the text of target spell or permanent by replacing all instances of one color word or basic land type with another until end of turn. Draw a card.					
Cultural Exchange	SOR	R	•••		DD
Choose any number of creatures target player controls. Choose the same number of creatures another target player controls. Those players exchange control of those creatures.					
Daring Apprentice	SC	R	•••		6.7MC
Sacrifice Daring Apprentice: Counter target spell.					
Deflection	INS	R	••••		5.6.7IA
Change the target of target spell with a single target.					
Deluge	INS	U	•••		DD
Tap all creatures without flying.					
Delusions of Mediocrity†	EN	R	••		7...
When Delusions of Mediocrity comes into play, you gain 10 life. When Delusions of Mediocrity leaves play, you lose 10 life.					
Demasterilize	SOR	C	••		DD
Return target permanent to its owner's hand. Flashback					
Disrupt	NS	C	••		WL.IN
Counter target instant or sorcery spell unless its controller pays . Draw a card.					
Distorting Wake	SOR	R	•••		IN
Return X target nonland permanents to their owners' hands.					
Divert	INS	R	•••		DD
Change the target of target spell with a single target unless that spell's controller pays .					
Dralnu's Pet	SC	R	•••		PS
Kicker. Discard a creature card from your hand: If you paid the kicker cost, Dralnu's Pet has flying and comes into play with X +1/+1 counters on it, where X is the discarded card's converted mana cost. 2/2					
Dream Thrush	SC	C	••		N
Flying. Target land's type becomes the basic land type of your choice until end of turn. 1/1					
Dreamwinder	SC	C	••		DD
Dreamwinder can't attack unless defending player controls an island. Sacrifice an island: Target land becomes an island until end of turn. 4/3					
Empress Galina	SL	R	••		IN
Gain control of target Legend or legendary permanent. 1/3					
Equilibrium	EN	R	••••		7EX
Whenever you play a creature spell, you may pay . If you do, return target creature to its owner's hand.					
Ertai's Trickery	INS	U	••		PS
Counter target spell if a kicker cost was paid for it.					
Escape Artist	SC	C	••		DD
Escape Artist is unblockable. Discard a card from your hand: Return Escape Artist to its owner's hand. 1/1					
Escape Routes	EN	C	•		PS
Return target white or black creature you control to its owner's hand.					
Essence Leak	EP	U	••		IN
If enchanted permanent is red or green, it has: At the beginning of your upkeep, sacrifice this permanent unless you pay its mana cost.					
Evacuation	INS	R	•••		7SH
Return all creatures to their owners' hands.					
Evasive Action	INS	U	•••		AP
Counter target spell unless its controller pays for each basic land type among lands you control.					
Exclude	INS	U	•••		IN
Counter target creature spell. Draw a card.					
Extract	SOR	R	•••		DD
Search target player's library for a card, and remove that card from the game. Then that player shuffles his or her library.					
Fact or Fiction	INS	U	•••••		N
Reveal the top five cards of your library. An opponent separates those cards into two face-up piles. Put one pile into your hand and the other into your graveyard.					
Faerie Squadron	SC	C	••		IN
Kicker. If you paid the kicker cost, Faerie Squadron comes into play with two +1/+1 counters on it and with flying. 1/1					
Fervent Denial	INS	U	••		DD
Counter target spell. Flashback					
Fighting Drake	SC	U	••		7TM
Flying. 2/4					
Fleeting Image	SC	R	•••		7...



MAGIC FACT **Originally, all the gold legends in the *Legends* expansion were supposed to be able to band with each other.**

MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

ARTIFACT BLACK BLUE GOLD GREEN RED WHITE LAND

ART Artifact	EC Enchant Creature	EW Enchant World	LAN Land	SL Summon Legend
AC Artifact Creature	EL Enchant Land	INS Instant	LL Legendary Land	SOR Sorcery
EA Enchant Artifact	EN Enchantment	LA Legendary Artifact	SC Summon Creature	SP Split Card

† Banned in Type 1 ‡ Restricted in Type 1 ¤ Banned in Extended ¶ Banned in Block Format
ǂ Banned in Five-Color *Magic* ¥ Restricted in Five-Color *Magic*

NAME	KIND	CR	PR	COST	SETS
Flying Return Fleeting Image to its owner's hand					
Flight	EC	C	••		LJR45B
Enchanted creature has flying					
Force Spike	MS	C	•••		TC
Counter target spell unless its controller pays 1					
Gainsay	MS		•••	1	PS
Counter target blue spell					
Giant Octopus	SC	C	••	3	
3/3					
Glacial Wall	SC			2	
0/7					
Hibernation	MS		•••	2	TwZ
Return all green permanents to their owners' hands					
Horned Turtle	SC	C	••	2	6 TM
1/4					
Hunting Drake	SC	C	••		PS
Flying When Hunting Drake comes into play, put target red or green creature on top of its owner's library					
Ice Cave	EN	R	••		AP
Whenever a player plays a spell any other player may pay that spell's mana cost If a player does counter the spell (Mana cost includes color					
Immobilizing Ink	EC	C	••		QD
Enchanted creature doesn't untap during its controller's untap step Enchanted creature has Discard a card from your hand Untap the creature					
Index	SOR	C	•••		AI
Look at the top five cards of your library then put them back in any order					
Inspiration	INS	C	••		67YS
Target player draws two cards					
Jaded Response	INS	C	••		AP
Counter target spell if it shares a color with a creature you control					
Jilt	N		••••		A
Kicker Return target creature to its owner's hand If you paid the kicker cost you draw 2 damage to another target creature					
Laquatus's Creativity	SOR		••		
Target player draws cards equal to the number of cards in that player's hand then discards that many cards					
Leviathan	EN	C	••		
Creatures you control have flying					
Living Airship	SC	C	•••	3	Ar
Flying Regenerate Living Airship 2 3					
Lord of Atlantis	SC	R	••••		UR4 F
All Merfolk get + + and have islandwalk 2 2					
Mahamoti Djinn	SC	R	•••		UR4 7
Flying 5/6					
Mana Breach	EN	L	••		
Whenever a player plays a spell that player returns a land he controls to its owner's hand					
Mana Maze	EN	R	••	1	
Players can't play spells that share a color with the spell played this turn					
Mana Short	INS	R	••	3	
Tap all lands target player controls and empties his mana pool					
Manipulate Fate	SOR		•	1	IX
Search your library for three cards remove them from the game then shuffle your library Draw a card					
Mawcor	SC	R	•••		TW
Flying Mawcor deals 1 damage to target creature or player					
Memory Lapse	MS	C	••	1	
Counter target spell Put the top card of that spell's owner's library instead of into that player's graveyard					
Merfolk Looter	SC		••	1	
Draw a card then discard a card from your hand					
Merfolk of the Pearl Trident	SC		•		UR4 6
1 1					
Metathran Aerostat	SC	R	•••		N
Flying You may put a creature card with converted mana cost X from your hand into play If you do return Metathran Aerostat to its owner's hand 2 2					
Metathran Transport	SC				
Flying Metathran Transport can't be blocked by blue creatures Target creature becomes blue until end of turn 1/3					
Metathran Zombie	SR	C		1	N
Regenerate Metathran Zombie 2 1					
Opportunity	MS	R	•••		
Target player draws four cards					
Opposition	EN		••	2	
Tap an untapped creature you control Tap target artifact creature or land					
Opt	MS	C	•••		IN
Look at the top card of your library You may put that card on the bottom of your library Draw a card					
Patron Wizard	SC	R	••		CD
Tap an untapped Wizard you control Counter target spell unless its controller pays 2 2					
Pedantic Learning	EN	R	•		JC
Whenever a land card is put into your graveyard from your library you may pay you do draw a card					
Peek	INS	C	••		QD
Look at target player's hand Draw a card					
Persuasion	EC	R	•••		QD
You control enchanted creature					
Phantom Warrior	SC	J	•••		67W
Phantom Warrior is unblockable 2 2					
Phantom Whelp	SC	C	••	1	
When Phantom Whelp attacks or blocks return it to its owner's hand at end of combat					
Planar Overlay				2	
Each player shuffles his or her hand and graveyard into his or her library					
Planeswalker's Mischief			•	2	
Target player reveals his or her hand and you choose an instant card from it Search that player's graveyard hand and library for all copies of that card and exile them Then that player shuffles his or her library You may play that card this turn without paying its mana cost If it has X in its mana cost X is 0					
Predict	MS		•••	1	
Name a card then put the top card of target player's library into his or her graveyard If that card is named draw two cards Otherwise you draw a card					
Probe	SOR	C	•••	2	
Kicker 3 Draw three cards then discard two cards from your hand If you paid the kicker cost target player reveals two cards from his hand					
Prodigal Sorcerer	SC	C	•••	2	
Prodigal Sorcerer deals 1 damage to target creature or player 1					
Prohibit	MS	C	•••	1	N
Kicker Counter target spell if its converted mana cost is 2 or less If you paid the kicker cost counter that spell if its converted mana cost is 4 or less instead					
Psionic Gift			•••	1	
Enchant creature Enchanted creature has					

NAME	KIND	CR	PR	COST	SETS
to target creature					
Psychic Battle		R	••	3	IN
Whenever a player reveals the top card of his or her library with the highest converted mana cost					
Pussahbo Illusion			••	4	
Enchant creature					
Puppeteer			••	2	OC
Rainbow Crow			••	3	N
2 1					

KILLER COMBOS



Nothing combos better with mass landfall than a trampler with power and toughness equal to lands in all graveyards, especially if it only costs three mana to cast. All you need is Threshold and you're well on your way to victory.

NAME	KIND	CR	PR	COST	SETS
Reef Shaman			•••		A
Target land creature becomes the chosen land type until end of turn					
Remove Soul	MS	C	•••	1	
Counter target creature spell					
Repel	MS	C	•••	3	QC
Put target creature on top of its owner's library					
Repulse	MS	C	••	2	
Return target creature and all other creatures with that name to their owners' hands					
Rites of Refusal	MS	C	••	1	QD
As a spell is cast you may pay 3 Each player chooses a target for that spell Counter that spell unless its controller pays 3 for each player who chose that player's target					
Rushing River	MS	C	•••	2	TS
Kicker Sacrifice a land Return target creature and all other creatures with that name to their owners' hands If you paid the kicker cost you may put a creature card that shares a color with the returned creature from your hand into play					
Sage Owl	SC		••	1	
Flying When Sage Owl comes into play look at the top seven cards of your library and put them back in any order					
Sapphire Leech	SC	R	••	1	
Flying Blue spells you play cost 1 more to cast					
Scrivener	SC		••	4	
When Scrivener comes into play you may put a creature card from your hand into play If you do return a creature card from your hand to your hand					
Sea Monster	SC		••	4	N
Sea Monster can't attack unless defending player controls an Island					
Sea Sprite	SC	R	••	4	
Target land you control Return that land to its owner's hand					
Shifting Sky			••	2	
As Shifting Sky enters the battlefield choose a color All permanents are that color					
Shifty Doppelganger			••	2	
Kicker 3 Remove from the game					
Shimmering Mirage			••	1	
Enchant land					
Shimmering Wings			••		W
Flying					
Shoreline Raider			••	2	N
Sisay's Ingenuity			••	6	
Target player draws a card				2	
Sky Weaver			••	1	
2 Target white or black creature gains flying until end of turn					
Sleeping Potion			••	1	
Target player and each enchanted creature he or she controls phases out during its controller's untap step					
Sleight of Hand	SOR		•••		
Look at the top two cards of your library Put one of them into your hand and the other on the bottom of your library					
Standstill			•••	1	
Whenever a player casts a spell Standstill deals to that player 3 damage then draws three cards					
Steal Artifact			•••	2	
You control enchanted artifact					
Storm Crow	SC	C	••	1	
Flying 1/2					
Stormscape Apprentice			••••		N
Target creature					

NAME	KIND	CR	PR	COST	SETS
ute 1 1					
Stormscape Battlemage			••••	2	
Kicker and or When Stormscape Battlemage comes into play if you paid the kicker cost destroy target artifact					
Stormscape Familiar			••••	1	
Flying When spells and black spells you play cost 1 less to play					
Stormscape Master		R	•••	2	
Target nature card from your hand and you choose a color If you do target player reveals his or her hand					
Sunken Hope		R	•••	3	PS
Sway of Illusion			••	1	
Syncopate			••	X	JD
Counter target spell unless its controller pays X If that spell is countered this way exile it from the game instead of putting it into its owner's graveyard					
Teferi's Response	INS	R	••		IN
Counter target spell or ability an opponent controls that targets a land you control If a permanent's ability is countered this way destroy that permanent Draw two cards					
Telepathic Spies		C	••	2	
When Telepathic Spies comes into play look at target player's hand and the top card of his or her library					
Telepathy	EN		••		
Each player's face-down cards can't be looked at					
Temporal Adept		C	•••	1	C
Temporal Distortion		R	••	3	N
Target creature					
Thieving Magpie			••••	2	
Flying When Thieving Magpie comes into play each player draws a card					
Think Tank			••	2	
Flying Each player shuffles the top ten cards of his or her library into his or her graveyard					
Thought Devourer		R	••••	2	
Kicker Sacrifice a creature Target player puts the top two cards of his or her library into his or her graveyard					
Thought Eater			•••	1	
Flying Target player puts the top two cards of his or her library into his or her graveyard					
Thought Nibbler		C	•••		JC
Target player puts the top four cards of his or her library into his or her graveyard					
Tidal Courier			••	3	
When Tidal Courier comes into play each player puts the top card of his or her library face down Merfolk and enchantments you control are unaffected by this effect Look at the cards you put into your hand and the card on the bottom of your library Then put the bottom card into play unless you pay 3					
Tidal Visionary		C	••		
Target creature becomes the color of your choice until end of turn					
Time Stretch		R	••	8	OT
Target player takes two extra turns after this one					
Tolarian Emissary		C	••	2	N
Kicker 1 Flying When Tolarian Emissary comes into play if you paid the kicker cost destroy target land					
Tolarian Winds			••	1	
Each player discards his or her hand then draws that many cards					
Touch of Invisibility			•••	3	
Enchant creature					
Tower Drake		C	•••	2	N
Flying Tower Drake can't be blocked by more than one creature					
Traumatize			••••	3	
Each player puts the top half of his or her library rounded up into his or her graveyard					
Traveler's Cloak		C	•••	2	
As Traveler's Cloak comes into play choose a color and a creature type Traveler's Cloak is the chosen color and type in addition to its other colors and types					
Treasure Trove	EN	L	•••	2	
Draw a card					
Treetop Sentinel			•••	2	
Flying 1/2					
Twiddle		C	••		
Target creature					
Unifying Theory			••	1	

NAME	KIND	CR	PR	COST	SETS
Whenever a player plays a spell that player loses 2 life					
Unnatural Selection			•••	1	
Choose a creature type name Wall To get this type becomes that type in addition to its other types					
Unsummon	MS		•••		
Return target creature to its owner's hand					
Upheaval	SOR	R	••••	4	TD
Return all permanents to their owners' hands					
Vigilant Drake	SC	C	•••		Fut
Flying Untap Vigilant Drake					
Vizzerdrix	SC	R	••		
6/6					
Vodalian Hypnotist	SC		•••	1	
Target player reveals his or her hand You choose a card from it Put that card on top of that player's library					
Vodalian Merchant	SC		••	1	
When Vodalian Merchant comes into play you may pay 1 If you do draw a card					
Vodalian Mystic	SC		••	1	A
Target creature becomes the color of your choice until end of turn					
Vodalian Serpent				3	
Kicker 2 Vodalian Serpent can't attack unless defending player controls an Island and you pay 2 for each Island he or she controls					
Wall of Air	SC		•••	1	R
Flying					
Wall of Wonder	SC		••	2	
When Wall of Wonder comes into play gain control of target creature for as long as Wall of Wonder remains tapped					
Wash Out	SOR		•••	3	
Return all permanents to their owners' hands					
Waterspout Elemental	SC		•••	3	
Kicker When Waterspout Elemental comes into play if you paid the kicker cost return all other creatures to their owners' hands and you gain 1 life for each creature returned this way					
Weakened Plans	EN	R	••	2	
Prevent all damage that would be dealt to you this turn by sources you don't control					
Whirlpool Drake			•••	3	
When Whirlpool Drake comes into play return a land you control to its owner's hand Whenever Whirlpool Drake deals combat damage to a player that player reveals his or her hand and you choose a card from it Put that card into its owner's graveyard					
Whirlpool Rider		C	•••	1	
When Whirlpool Rider comes into play return a land you control to its owner's hand					
Whirlpool Warrior		R	••	2	
When Whirlpool Warrior comes into play return a land you control to its owner's hand Whenever Whirlpool Warrior deals combat damage to a player that player reveals his or her hand and you choose a card from it Put that card into its owner's graveyard					
Wind Dancer			••	1	
Target creature gains flying until end of turn					
Wind Drake			••	2	M
Flying					
Worldly Counsel			••	1	
You draw up to a number of cards equal to the number of cards put into your graveyard this way Put one of those cards into your hand and the rest on the bottom of your library in any order					
Words of Wisdom		C	•••	1	
You draw two cards and each opponent draws a card					
Zanam Djinn	SC		•••	5	
Flying Zanam Djinn gets + + for each land you control					

GOLD

Absorb	MS	R	••••		
Counter target spell You gain life					
Aether Mutation	SOR		••••	3	
Return all creatures to their owners' hands					
Aether Rift	EN		•••	1	
Return all creatures attacking you to their owners' hands					
Ancient Spider	SC	R	••••	2	P
Flying Ancient Spider can block as though it had reach					
Angelic Shield			••		
Enchant creature Target creature gains flying until end of turn					
Armadillo Cloak		C	••••	1	
Enchanted creature gains trample and gains Whenever damage is dealt to you by a source of your choice you may gain that much life					
Armored Guardian			••	3	
Kicker Target creature gains until end of turn					
Artifact Mutation			••		
Destroy all artifacts in play Put a card from your hand into play for each artifact destroyed this way					
Aliquating		R	•		
Counter all spells that share a color with target spell					
Aura Mutation			••••		N
Destroy target enchantment You gain 1 life for each enchantment in play					
Aura Shards			•••	1	
Whenever a creature enters the battlefield you may destroy that creature					
Backlash	MS		••	1	
Target creature deals damage equal to its power to its controller					
Barrin's Spite	SOR	R	••	2	
Target player reveals his or her hand You choose a card from it Return that card to its owner's hand					
Blazing Specter			••••	2	
Flying Whenever Blazing Specter deals damage to a player that player discards a card at random from his or her hand					
Captain Sisay		R	•••	2	
Search your library for a legendary card with converted mana cost 3 or less and put it into your hand Then shuffle your library					
Captain's Maneuver			•••	X	
The next X damage that would be dealt to creature you control this turn is dealt to another target creature instead					
Cauldron Dance			•••	4	

MAGIC The Gathering Players Guide

NAME	KIND	CR	PR	COST	SETS

Return it to your hand at end of turn Put a creature card from your hand into play That creature gains haste Put it into your graveyard at end of turn

Cavern Harpy SC C ••• ●● PS
Flying When Cavern Harpy comes into play return a blue or black creature you control to its owner's hand Pay 1 life Return Cavern Harpy to its owner's hand 2/1

Charging Troll SC U •••• ●●● IN
Attacking doesn't cause Charging Troll to tap ● Regenerate Charging Troll 3/3

Cinder Shade SC U ••• ●●● N
● Cinder Shade gets +1/+1 until end of turn ● Sacrifice Cinder Shade Cinder Shade deals damage equal to its power to target creature 1/1

Cloud Cover EN R •••• ●●● PS
Whenever another permanent you control becomes the target of a spell or ability an opponent controls you may return that permanent to its owner's hand

Coalition Victory SOR R ▪ ●●●●●● N
You win the game if you control a land of each basic land type and a creature of each color

Consume Strength INS C ••• ●●● AP
Target creature gets +2/+2 until end of turn Another target creature gets -2/-2 until end of turn

Cremat SL R •••• ●●●●● AP
●● Destroy target creature blocking or by blocked by Cremat ●● Cremat gains flying until end of turn ●● Regenerate Cremat ●● Cremat gets +1/+1 until end of turn ●● Put Cremat on top of its owner's library 5/5

Crosis the Purger SL R •••• ●●● N
Flying Whenever Crosis the Purger deals combat damage to a player you may pay ●● If you do choose a color That player reveals his hand and discards all cards of that color from it 5/5

Crosis's Charm NS U ••• ●●● PS
Choose one- Return target permanent to its owner's hand or destroy target nonblack creature and it can't be regenerated or destroy target artifact

Dangaaz, the Igniter SL R •••• ●●● IN
Flying Whenever Dangaaz the Igniter deals combat damage to a player you may pay ●● If you do choose a color That player reveals his hand and Dangaaz deals X damage to him where X is the number of cards revealed of that color 6/6

Dangaaz's Charm INS U ••• ●●● PS
Choose one- Return target creature card from your graveyard to your hand or Dangaaz's Charm deals 3 damage to target creature or player or target creature gets +3/+3 until end of turn

Daring Leap SOR C •• ●● PS
Target creature gets +1/+1 and gains flying and first strike until end of turn

Death Grasp SOR R••••●●● AP
Death Grasp deals X damage to target creature or player You gain X life

Death Mutation SOR U ••• ●●● AP
Destroy target nonblack creature It can't be regenerated Put X 1/1 green Saproling tokens into play where X is the creature's converted mana cost

Decimate SOR R •• ●●● OD
Destroy target artifact target creature target enchantment and target land

Destructive Flow EN R • ●●● PS
At the beginning of each player's upkeep that player sacrifices a nonbasic land

Doomsday Specter SC R •••• ●●● PS
Flying When Doomsday Specter comes into play return a blue or black creature you control to its owner's hand Whenever Doomsday Specter deals combat damage to a player look at that player's hand and choose a card from it The player discards that card 2/3

Drainu's Crusade EN R •• ●●● PS
All Goblins get +1/+1 are black and are Zombies in addition to their creature types

Dromar the Banisher SL R •••• ●●●● N
Flying Whenever Dromar the Banisher deals combat damage to a player you may pay ●● If you do choose a color Return all creatures of that color to their owners' hands 6/6

Dromar's Charm NS U ••• ●●● PS
Choose one- You gain 5 life or counter target spell or target creature gets -2/-2 until end of turn

Dueling Grounds EN R •• ●●● IN
No more than one creature may attack each turn No more than one creature may block each turn

Ebony Treefolk SC U ••• ●●● AP
●● Ebony Treefolk gets +1/+1 until end of turn 3/3

Eladamri's Call INS R •••• ●● PS
Search your library for a creature card reveal that card and put it into your hand Then shuffle your library

Ertai, the Corrupted SL R •••• ●●●● PS
● ● Sacrifice a creature or enchantment Counter target spell 3/4

Fervent Charge EN R •• ●●●● AP
Whenever a creature you control attacks it gets +2/+2 until end of turn

Fires of Yavimaya EN U •••• ●●● N
Creatures you control have haste Sacrifice Fires of Yavimaya target creature gets +2/+2 until end of turn

Fleetfoot Panther SC U ••• ●●● PS
You may play Fleetfoot Panther any time you could play an instant When Fleetfoot Panther comes into play return a green or white creature you control to its owner's hand 3/4

Flowstone Charger SC U ••• ●●● AP
Whenever Flowstone Charger attacks it gets +3/-3 until end of turn 2/5

Frenzied Tilling SOR C • ●● IN
Destroy target land Search your library for a basic land card and put that card into play tapped Then shuffle your library

Fungal Shambler SC R ••• ●●●●● AP
Trample Whenever Fungal Shambler deals damage to an opponent you draw a card and that opponent discards a card from his or her hand 6/4

NAME	KIND	CR	PR	COST	SETS

When Marsh Crocodile comes into play return a blue or black creature you control to its owner's hand When Marsh Crocodile comes into play each player discards a card from his or her hand 4/4

Martyrs' Tomb EN U • ●●● AP
Pay 2 life Prevent the next 1 damage that would be dealt to target creature this turn

Meddling Mage SC R ••••• ●● PS
As Meddling Mage comes into play name a nonland card The named card can't be played 2/2

Meteor Storm EN R ••• ●● IN
●●● Discard two cards at random from your hand Meteor Storm deals 4 damage to target creature or player

Minotaur Illusionist SC U ••• ●●● AP
● ● Minotaur Illusionist can't be the target of spells or abilities this turn ● Sacrifice Minotaur Illusionist Minotaur Illusionist deals damage equal to its power to target creature 3/4

Mystic Enforcer SC R ••• ●●● OD
Protection from black Threshold Mystic Enforcer gets +3/+3 and has flying 3/3

Mystic Snake SC R ••• ●●●● AP
You may play Mystic Snake any time you could play an instant When Mystic Snake comes into play counter target spell 2/2

Natural Emergence EN R ••• ●●● PS
When Natural Emergence comes into play return a red or green enchantment you control to its owner's hand Lands you control are 2/2 creatures with first strike They're still lands

Noble Panther SC R •••• ●●● IN
Flying Noble Panther gains first strike until end of turn 3/3

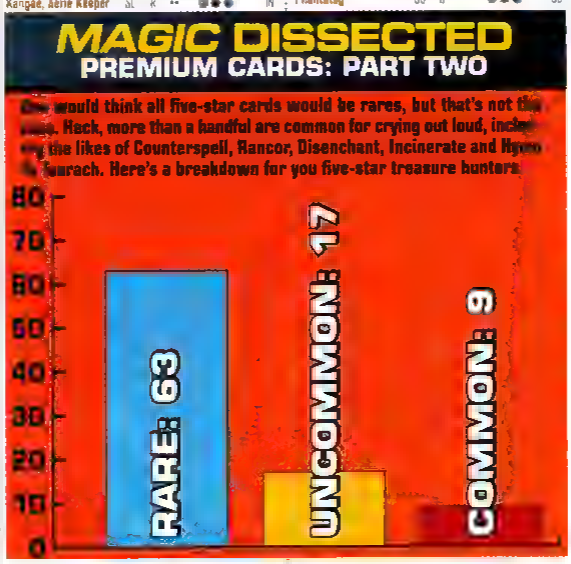
Ordered Migration SOR U ••• ●●● IN
Put a 1 1 blue Bird creature token with flying into play for each basic land type among lands you control

Overabundance EN R •••• ●●● IN
Whenever a player taps a land for mana that player adds one additional mana to his mana pool of the same type and Over abundance deals 1 damage to him.

Overgrown Estate EN R ••• ●●● AP
Sacrifice a land You gain 3 life

Pernicious Deed EN R ••••• ●●● AP
X Sacrifice Pernicious Deed Destroy each artifact creature and enchantment with converted mana cost X or less

Phantatog SC U •• ●●● OD



Kicker ●● Flying When Kangee, Aerie Keeper comes into play if you paid the kicker cost put X feather counters on it 2/2

Kaiden Twilight EN R •• ●●● PS
At the end of each player's turn if no creatures attacked that turn that player sacrifices a creature he or she controlled since the beginning of the turn

Last Stand SOR R ••• ●●●●● AP
Target opponent loses 2 life for each swamp you control Last Stand deals damage equal to the number of mountains you control to target creature Put a 1 1 green Saproling creature token into play for each forest you control You gain 1 life for each plains you control Draw a card for each island you control then discard that many cards from your hand

Lava Zombie SC C ••• ●●● PS
When Lava Zombie comes into play return a black or red creature you control to its owner's hand ● Lava Zombie gets +1 +0 until end of turn 4/3

Lightning Angel SC R •••• ●●●● AP
Flying haste Attacking doesn't cause Lightning Angel to tap 3/4

Lithatog SC U •• ●●● OD
Sacrifice an artifact Lithatog gets + +1 until end of turn Sacrifice a land Lithatog gets +1 +1 until end of turn 1/2

Llanowar Dead SC C ••• ●● AP
● Add ● to your mana pool 2 2

Llanowar Knight SC C ••• ●● N
Protection from black 2/2

Lobotomy SOR U •••• ●●● TM N
Target player reveals his or her hand then you choose a card other than a basic land from it Search that player's graveyard hand and library for all cards with the same name as the chosen card and remove them from the game Then that player shuffles his or her library

Malicious Advice INS C •• ●●● PS
Tap X target artifacts creatures and or lands You lose X life

Marsh Crocodile SC U ••• ●●● PS

Sacrifice an enchantment Phantatog gets +1, +1 until end of turn Discard a card from your hand Phantatog gets +1/+1 until end of turn 1/2

Phyrexian Tyranny EN R •• ●●●● PS
Whenever a player draws a card that player loses 2 life unless he or she pays ●

Plague Spores SOR C ••• ●●● N
Destroy target nonblack creature and target land They can't be regenerated

Powerstone Minefield EN R ••• ●●● AP
Whenever a creature attacks or blocks Powerstone Minefield deals 2 damage to it

Prophetic Bolt NS R •••• ●●● AP
Prophetic Bolt deals 4 damage to target creature or player Look at the top four cards of your library Put one of those cards into your hand and the rest on the bottom of your library

Psychatog SC U ••• ●●● OD
Discard a card from your hand Psychatog gets +1 +1 until end of turn Remove two cards in your graveyard from the game Psychatog gets +1 +1 until end of turn 1/2

Putrid Warrior SC C ••• ●● AP
Whenever Putrid Warrior deals damage choose one- each player loses 1 life or each player gains 1 life 2/2

Pyre Zombie SC R ••• ●●● IN
At the beginning of your upkeep if Pyre Zombie is in your graveyard you may pay ●●● If you do return Pyre Zombie from your graveyard to your hand ●●● Sacrifice Pyre Zombie Pyre Zombie deals 2 damage to target creature or player 2/1

Questing Phelddagrif SC R •• ●●●●● PS
● Questing Phelddagrif gets +1/+1 until end of turn Target opponent puts a 1/1 green Hippo creature token into play ● Questing Phelddagrif gains protection from black and from red until end of turn Target opponent gains 2 life ● Questing Phelddagrif gains flying until end of turn Target opponent may draw a card 4/4

Quicksilver Dagger EC C ••• ●●● AP
Enchanted creature has "● This creature deals 1 damage to target player You draw a card

Radiant Kavu SC R •• ●●● PS
●●● Prevent all combat damage blue creatures and black creatures would deal this turn 3/3

Raging Kavu SC R ••• ●●● N
Haste You may play Raging Kavu any time you could play an instant 3/1

Razing Snidd SC U • ●●● PS
When Razing Snidd comes into play return a black or red creature you control to its owner's hand When Razing Snidd comes into play each player sacrifices a land 3/3

Razortip Hunter SC C ••• ●● AP
● Razortip Hunter deals damage to target creature or player 1/1

Reckless Assault EN R •• ●●● IN
● Pay 2 life Reckless Assault deals 1 damage to target creature or player

Recoil INS C ••• ●●● IN
Return target permanent to its owner's hand Then that player discards a card from his hand

Reviving Vapors INS U ••• ●●● IN
Reveal the top three cards of your library and put one of them into your hand You gain life equal to that card's converted mana cost Put the other cards revealed this way into your graveyard

Riptide Crab SC U ••• ●●● N
Attacking doesn't cause Riptide Crab to tap When Riptide Crab is put into a graveyard from play draw a card 1/3

Rith, the Awakener SL R •••• ●●●● N
Flying Whenever Rith the Awakener deals combat damage to a player you may pay ●●● If you do choose a color Put a 1/1 green Saproling creature token into play for each permanent of that color 5/6

Rith's Charm INS U ••• ●●● PS
Choose one- Destroy target nonbasic land or put three 1/1 green Saproling creature tokens into play or prevent all damage a source of your choice would deal this turn

Sabertooth Nishoba SC R •••• ●●● IN
Trample Protection from blue protection from red 5/5

Samite Archer SC U ••• ●●● IN
● Prevent the next 1 damage that would be dealt to target creature or player this turn ● Samite Archer deals 1 damage to target creature or player 1/1

Sarcatog SC U •• ●●● OD
Remove two cards in your graveyard from the game Sarcatog gets +1, +1 until end of turn Sacrifice an artifact Sarcatog gets +1/+1 until end of turn 2/2

Sawtooth Loon SC U ••• ●●● PS
Flying When Sawtooth Loon comes into play return a white or blue creature you control to its owner's hand When Sawtooth Loon comes into play draw two cards then put two cards from your hand on the bottom of your library 2/2

Seer's Vision EN U ••• ●●● IN
All opponents play with their hands revealed Sacrifice Seer's vision Look at target player's hand and choose a card from it That player discards that card Play this ability only any time you could play a sorcery

Shadowmage Infiltrator SC R •••• ●●● OD
Shadowmage Infiltrator can't be blocked except by artifact creatures and or black creatures Whenever Shadowmage Infiltrator deals combat damage to a player you may draw a card 1/3

Shivan Wurm SC R ••••• ●●● PS
Trample When Shivan Wurm comes into play return a red or green creature you control to its owner's hand 7/7

Shivan Zombie SC C ••• ●● N
Protection from white 2/2

Silver Drake SC C ••• ●●● PS
Flying When Silver Drake comes into play return a white or blue creature you control to its owner's hand 3/3

Simoon INS J •• ●● VS IN
Simoon deals 1 damage to each creature target opponent controls

Sleeper's Robe EC U ••• ●● IN
Enchanted creature can't be blocked except by artifact creatures and or black creatures Whenever enchanted creature deals combat damage to an opponent you may draw a card.

Slinking Serpent SC U •• ●●● IN
Forestwalk 2/3

Smoldering Tar EN U ••• ●●● IN
At the beginning of your upkeep target player loses 1 life Sacrifice Smoldering Tar Smoldering Tar deals 4 damage to target creature Play this ability only any time you could play a [redacted]

Soul Link EC C •••• ●●● AP
Whenever enchanted creature deals or is dealt damage you gain that much life

Sparkcaster SC U ••• ●●● PS
When Sparkcaster comes into play return a red or green creature you control to its owner's hand When Sparkcaster comes into play it deals 1 damage to target player 3/3

Spiral Embrace INS R ••• ●●●● IN
Play Spiral Embrace only during combat Untap target creature you don't control and gain control of it It gains haste until end of turn At end of turn sacrifice it If you do you gain life equal to its toughness

Spiritmonger SC R •••• ●●● AP
Whenever Spiritmonger deals damage to a creature put a +1/+1 counter on Spiritmonger ● Regenerate Spiritmonger ● Spiritmonger becomes the color of your choice until end of turn 6/6

Squee's Embrace EC C •••• ●● AP
Enchanted creature gets +1 +1 When enchanted creature is put into a graveyard return that creature card to its owner's hand

Squee's Revenge SOR U ••• ●●● AP
Choose a number Flip a coin that many times or until you lose a flip whichever comes first If you win all the flips draw two cards for each flip

Stalking Assassin SC R ••• ●●● IN
●●● Tap target creature ●●● Destroy target tapped creature 1/1

Steel Leaf Paladin SC C ••• ●●● PS
First strike When Steel Leaf Paladin comes into play return a green or white creature you control to its owner's hand 4/4

Sterling Grove EN U •••• ●● IN
All other enchantments you control can't be the targets of spells or abilities ● Sacrifice Sterling Grove Search your library for an enchantment card and reveal that card Shuffle your library then put the card on top of it

Suffocating Blast INS R ••• ●●●● AP
Counters target spell and Suffocating Blast deals 3 damage to target creature

Telem's Maze EN R ••• ●●● N

MAGIC FACT Recall is now the only *Legends* card restricted in Type 1 play. However, Falling Star, Rebirth and Tempest Efreet are banned by the OCI.

MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

● ARTIFACT ● BLACK ● BLUE ● GOLD ● GREEN ● RED ● WHITE ● LAND

ART Artifact	**EC** Enchant Creature	**EW** Enchant World	**LAN** Land	**SL** Summon Legend
AC Artifact Creature	**EL** Enchant Land	**INS** Instant	**LL** Legendary Land	**SOR** Sorcery
EA Enchant Artifact	**EN** Enchantment	**LA** Legendary Artifact	**SC** Summon Creature	**SP** Split Card

[1] Banned in Type 1 [2] Restricted in Type 1 [3] Banned in Extended [4] Banned in Block Format
[5] Banned in Five-Color *Magic* [6] Restricted in Five-Color *Magic*

NAME	KIND	CN	PR	COST	SETS
As Talen's Minat comes into play choose a color. Creatures of the chosen color without flying can't attack you.					
Temporal Spring	SOR	C	•••		AP
Put target permanent on top of its owner's library.					
Terminate	INS	C	•••••		PS
Destroy target creature. It can't be regenerated.					
Thaumatog	SC	J	••		OD
Sacrifice a land: Thaumatog gets +1 +1 until end of turn. Sacrifice an enchantment: Thaumatog gets +1/+1 until end of turn. 1/2					
Treva, the Renewer	SL	R	•••		N
Flying. Whenever Treva, the Renewer deals combat damage to a player, you may pay . If you do, choose a color. You gain 1 life for each permanent of that color. 6/6					
Treva's Charm	INS	L	•••		PS
Choose one—Destroy target enchantment or remove target attacking creature from the game or draw a card, then discard a card from your hand.					
Tsabo Tavoc	SL	R	•••		N
First strike. protection from Legends. Destroy target Legend. It can't be regenerated. 7/4					
Undercities	INS	R	••••		N
Counter target spell. Its controller loses 3 life.					
Urborg Drake	SC	L	•••		IN
Flying. Urborg Drake attacks each turn if able. 2/3					
Urza's Guilt	SOR	R	••		PS
Each player draws two cards, then discards three cards from his or her hand, then loses 4 life.					
Vampiric Dragon	SC	R	•••		OD
Flying. Whenever a creature dealt damage by Vampiric Dragon this turn is put into a graveyard, put a +1/+1 counter on Vampiric Dragon. Vampiric Dragon deals damage to target creature. 5/5					
Vicious Kavu	SC	U	•••		IN
Whenever Vicious Kavu attacks, it gets +2/+0 until end of turn. 2/2					
Vile Consumption	EN	R	•••		N
All creatures have At the beginning of your upkeep, sacrifice this creature unless you pay 1 life.					
Vindicate	SOR	R	•••••		AP
Destroy target permanent.					
Vodalian Zombie	SC	C	•••		IN
Protection from green. 2/2					
Void	SOR	R	••••		IN
Choose a number. Destroy all artifacts and creatures with converted mana cost equal to that number. Then target player reveals his hand and discards from it all nonland cards with converted mana cost equal to the number.					
Voracious Cobra	SC	U	••		N
First strike. Whenever Voracious Cobra deals combat damage to a creature, destroy that creature. 2/2					
Wings of Hope	EC	C	•••		
Enchanted creature gets +1 +3 and has flying.					
Yavimaya Barbarian	SC	C	•••		
Protection from blue. 2/2					
Yavimaya Kavu	SC	J	•		
Yavimaya Kavu's power is equal to the number of red creatures in play. Yavimaya Kavu's toughness is equal to the number of green creatures in play.					
Yavimaya's Embrace	EC	R	•••		AP
You control enchanted creature. Enchanted creature gets +4 and has trample.					

GREEN

Aggressive Urge	INS	C	••		IX
Target creature gets +1/+1 until end of turn. Draw a card.					
Alpha Kavu	SC	U	••		PS
Target Kavu gets 1/+1 until end of turn. 2/2					
Amphibious Kavu	SC	C	••		PS
Whenever Amphibious Kavu blocks or becomes blocked by one or more blue and/or black creatures, Amphibious Kavu gets +3/+3 until end of turn. 2/2					
Ang Disciple	SC	C	•••		
Target creature gains flying until end of turn. Target creature gets 2/-0 until end of turn.					
Ana Sanctuary	SC	U	••••		AP
At the beginning of your upkeep, if you control a blue or black permanent, target creature gets +1/+1 until end of turn. If you control a blue permanent and a black permanent, that creature gets +5/+5 until end of turn instead.					
Anaconda	SC		•••		JZ
Swampwalk					
Anavolver	SC	R	•••		AP
Kicker . Anavolver comes into play with two +1 +1 counters on it and has flying. If you paid the kicker cost, Anavolver comes into play with a +1 +1 counter on it and has Pay 3 life: Regenerate Anavolver. 3/3					
Ancient Silverback					7UD
Regenerate. Ancient Silverback					
Bearscape	EN	R	•••		OD
Remove two cards in your graveyard from the game. Put a 2/2 green Bear creature token into play. Flashback					
Beast Attack	INS				OD
Put a 4/4 green Beast creature token into play.					
	INS	R	••		N
Counter target activated ability. Draw a card.					
Birds of Paradise	SC	R	••••		LR4567
Flying. Add one mana of any color to your mana pool.					
Blanchwood Armor	EC	J	•••		
Enchanted creature gets +X +X where X is the number of forests you control.					
Blurred Mongoose	SC	R	•••		
Blurred Mongoose can't be countered. Blurred Mongoose can't be the target of spells or abilities. 2/1					
Bog Gnarr	SC	C	•••		AP
Whenever a player plays a black spell, Bog Gnarr gets +2 + until end of turn. 2/2					
Bull Hippo	SC	J	•••		
Islandwalk. 3/3					
Call of the Herd	SOR	R	•••		OD
Put a 3/3 green Elephant creature token into play. Flashback					
Canopy Spider	SC	C	••		TM
Canopy Spider may block as though it had flying. 1/3					
Canopy Surge	SOR	L	•••		IN
Kicker . Canopy Surge deals 1 damage to each creature with flying and each player. If you paid the kicker cost, Canopy Surge deals 4 damage to each creature with flying and each player instead.					
Cartographer	SC	C	••		EN OD
When Cartographer comes into play, you may return target land card from your graveyard to your hand. 2/2					
Chatter of the Squirrel	SOR	C	••		OD
Put a 1 1 green Squirrel creature token into play. Flashback					
Chlorophant	SC	R	••		OC

NAME	KIND	CN	PR	COST	SETS
At the beginning of your upkeep, you may put a +1 +1 counter on Chlorophant. Threshold: At the beginning of your upkeep, you may put another +1 + counter on Chlorophant. 1/1					
Compost	EN	L	•		7UD
Whenever a black card is put into an opponent's graveyard, you may draw a card.					
Crashing Centaur	SC	J	••		OD
Discard a card from your hand: Crashing Centaur gains trample until end of turn. Threshold: Crashing Centaur gets +2 +2 and can't be the target of spells or abilities. 3/4					
Creeping Mold	SOR	U	••••		67VS
Destroy target artifact, enchantment, or land.					
Deep Reconnaissance	SOR	C	••		
Search your library for a basic land card and put that card into play tapped. Then shuffle your library. Flashback					
Diligent Farmhand	SC	C	•••		OD
Sacrifice Diligent Farmhand: Search your library for a basic land card and put that card into play tapped. Then shuffle your library. If Diligent Farmhand is in a graveyard, Muscle Burst's effect counts as a Muscle Burst. 1/1					
Druid Lyrist	SC	C	•••		OD
Sacrifice Druid Lyrist: Destroy target enchantment. 1/					
Druid's Call	EC	L	••		OD
Whenever enchanted creature is dealt damage, its controller puts that many 1 green Squirrel creature tokens into play.					
Early Harvest	INS	R	••		67WS
Target player untaps all basic lands he controls.					
Elder Druid	SC	R	•••		567A
Tap or untap target artifact, creature or land. 5/2					
Elephant Ambush	INS	C	••		OD
Put a 3/3 green Elephant creature token into play. Flashback					

KILLER COMBOS



Psychatog's pumping abilities—dumping cards in hand and removing those in the graveyard from the game—have awesome symmetry. The Infiltrator gives the guy buddy a potential +1/+1 each time he deals damage. Sweet.

NAME	KIND	CN	PR	COST	SETS
Gorilla Chieftain	SC	C	•••		67A
Regenerate. Gorilla Chieftain 3.3					
Gorilla Titan	SC		•••		OD
Trample. Gorilla Titan gets +4. +4 as long as there are no cards in your graveyard. 4/4					
Grizzly Bears	SC	C	••		LJR4567
2/2					
Ground Seal	EN	R	•••		OD
When Ground Seal comes into play, draw a card. Cards in graveyards can't be the targets of spells or abilities.					
Harrow	INS	U	•••		TMJN
As an additional cost to play Harrow, sacrifice a land. Search your library for up to two basic land cards and put them into play. Then shuffle your library.					
Holistic Wisdom	EN	R	•••		OD
Remove a card in your hand from the game. Return target card from your graveyard to your hand. If it shares a type with the card removed this way					
Howling Gale	INS	U	••		OD
Howling Gale deals 1 damage to each creature with flying and to each player. Flashback					
Hurricane	SOR	R	••••		LJR4567A
Hurricane deals X damage to each creature with flying and each player.					
Ivy Elemental	SC	R	•••		OD
Ivy Elemental comes into play with X +1 +1 counters on it. 0/0					
Jade Leech	SC	R	••••		N
Green spells you play cost more to play. 5/5					
Kavu Chameleon	SC	U	••••		N
Kavu Chameleon can't be countered. Kavu Chameleon becomes the color of your choice until end of turn. 4/4					
Kavu Climber	SC	C	•••		IN

When Kavu Climber comes into play, draw a card. 3

Kavu Howler	SC	U	••		AP
When Kavu Howler comes into play, reveal the top five cards of your library. Put all Kavu cards revealed this way into your hand and the rest on the bottom of your library. 4/5					
Kavu Lair	EN	R	••		IN
Whenever a creature with power 4 or greater comes into play, its controller draws a card.					
Kavu Mauler	SC	R	•••		AP
Trample. Whenever Kavu Mauler attacks, it gets +1/+1 until end of turn for each other attacking Kavu. 4/4					
Kavu Titan	SC	R	••••		IN
Kicker . If you paid the kicker cost, Kavu Titan comes into play with three +1 +1 counters on it and with trample. 2/2					
Krosan Archer	SC	C	•••		OD
Krosan Archer may block as though it has flying. Discard a card from your hand: Krosan Archer gets +1/+2 until end of turn. 2/3					
Krosan Avenger	SC	C	••		OD
Trample. Threshold: Regenerate Krosan Avenger. 3/1					
Krosan Beast	SC	R	•••		
Threshold: Krosan Beast gets +3/+7. 1/1					
Lay of the Land	SOR	C	•••		AP
Search your library for a basic land card, reveal that card, and put it into your hand. Then shuffle your library.					
Leaf Dancer	SC	C	••		OD
Forestwalk. 2/2					
Llanowar Cavalry	SC	C	•••		N
Attacking doesn't cause Llanowar Cavalry to tap. 1/4					
Llanowar Elite	SC	C	••		IN
Kicker . Trample. If you paid the kicker cost, Llanowar Elite comes into play with five +1 +1 counters on it. 1/1					
Llanowar Elves	SC	C	••••		LJR4567
Add to your mana pool. 1/1					
Llanowar Vanguard	SC	C	••		IN
Llanowar Vanguard gets +0/+4 until end of turn. 1/1					
Lone Wolf	SC	C	•••		7JL
Lone Wolf may deal its combat damage to defending player as though it weren't blocked. 2/2					
Lure	EC	U	••••		LJR4567
All creatures able to block enchanted creature do so.					
Magnigoth Treefolk	SC	R	••		PS
For each basic land type among lands you control, Magnigoth Treefolk has landwalk of that type. 2/6					
Mana	SC	R	••••		67MC
Mana's power and toughness are each equal to the number of cards in your hand. *					
Metamorphic Wurm	SC	C	•••		OD
Threshold: Metamorphic Wurm gets +4/+4. 3/3					
Might of Oaks	INS	R	••••		7QL
Target creature gets +7/+7 until end of turn.					
Might Weaver	SC	U	•••		JN

NAME	KIND	CN	PR	COST	SETS
Target red or white creature gains trample until end of turn. 2/1					
Mirrorwood Treefolk	SC	L	•••		PS
The next time damage would be dealt to Mirrorwood Treefolk this turn, that damage is dealt to target creature or player instead. 2/4					
Molimo, Maro-Sorcerer	SL	R	••••		N
Trample. Molimo, Maro-Sorcerer's power and toughness are each equal to the number of lands you control. */*					
Moment's Peace	INS	C	••		OD
Prevent all combat damage that would be dealt this turn. Flashback					
Monstrous Growth	SOR	C	••		
Target creature gets +4. +4 until end of turn.					
Multani's Harmony	EC		••		PS
Enchanted creature has Add one mana of any color to your mana pool.					
Muscle Burst	INS	C	•••		OD
Target creature gets +X +X until end of turn, where X is 3 plus the number of Muscle Burst cards in all graveyards.					
Nantuko Disciple	SC	C	••		OD
Target creature gets +2/+2 until end of turn. 2/2					
Nantuko Elder	SC	L	•••		OL
Add to your mana pool. 1/2					
Nantuko Mentor	SC	C	•••		OD
Target creature gets +X/+X until end of turn, where X is that creature's power. 1/1					
Nantuko Shrine	EN	R	•		OD
Whenever a player plays a spell that player puts X 1/1 green Squirrel creature tokens into play, where X is the number of cards in all graveyards with the same name as that spell.					
Nature's Resurgence	SOR	R	•••		67WL
Each player draws a card for each creature card in his graveyard.					
Nature's Revolt	EN	R	••		7TM
All lands are 2/2 creatures that are still lands.					
Nemata, Grove Guardian	SL	R	•••		PS
Put a 1 green Saproling creature token into play. Sacrifice a Saproling: All Saprolings get +1 +1 until end of turn. 4/5					
New Frontiers	SOR	R	•••		OD
Each player may search his or her library for up to X basic land cards and put them into play tapped. Then each player who searched his or her library this way shuffles it.					
Nimble Mongoose	SC	J	•••		OD
Nimble Mongoose can be the target of spells or abilities. Threshold: Nimble Mongoose gets +2. +2. 1/1					
Nomadic Elf	SC	C	•••		IN
Add one mana of any color to your mana pool. 2-2					
Nut Collector	SC	R	••		OD
At the beginning of your upkeep, you may put a 1/1 green Squirrel creature token into play. Threshold: All Squirrels get +2. +2. 1 1					
Overrun	SOR	J	••••		TMOD
Creatures you control get +3/+3 and gain trample until end of turn.					
Penumbra Bobcat	SC	C	••••		AP
When Penumbra Bobcat is put into a graveyard from play, put a 2/1 black Cat creature token into play. 2/1					
Penumbra Kavu	SC	L	••••		AP
When Penumbra Kavu is put into a graveyard from play, put a 3. 3 black Kavu creature token into play. 3/3					
Penumbra Wurm	SC	R	•••		AP
Trample. When Penumbra Wurm is put into a graveyard from play, put a 6/6 black Wurm creature token with trample into play. 6/6					
Pincer Spider	SC	C	•••		IN
Kicker . Pincer Spider may block as though it had flying. If you paid the kicker cost, Pincer Spider comes into play with a +1/+1 counter on it. 2/3					
Piper's Melody	SOR	U	•		OD
Shuffle any number of target creature cards from your graveyard into your library.					
Planeswalker's Favor	EN	R	•••		PS
Target opponent reveals a card at random from his or her hand. Target creature gets +X/+X until end of turn, where X is the revealed card's converted mana cost.					
Pride of Lions	SC	U	•••		7
You may have Pride of Lions deal its combat damage to defending player as though it weren't blocked. 4/4					
Primal Frenzy	EC	C	•		OD
Enchanted creature has trample.					
Primal Growth	SOR	C	••		PS
Kicker Sacrifice a creature. Search your library for a basic land card, put that card into play, then shuffle your library. If you paid the kicker cost, instead search your library for two basic land cards, put them into play, then shuffle your library.					
Pulse of Llanowar	EN	L	••		IN
If a basic land you control is tapped for mana, it produces mana of any one color instead of its normal type.					
Pygmy Kavu	SC	C	•		PS
When Pygmy Kavu comes into play, draw a card for each black creature your opponents control. 1/2					
Quirion Dryad	SC	R	••••		PS
Whenever you play a white, blue, black, or red spell, put a +1 +1 counter on Quirion Dryad. 1/1					
Quirion Elves	SC	C	•••		MGJN
As Quirion Elves comes into play, choose a color. Add to your mana pool. Add one mana of the chosen color to your mana pool. 1/1					
Quirion Explorer	SC	C	•••		PS
Add to your mana pool one mana of any color that a land an opponent controls could produce. 1/1					
Quirion Sentinel	SC	C	••		IN
When Quirion Sentinel comes into play, add one mana of any color to your mana pool. 2-1					
Quirion Trailblazer	SC	C	••		IN
When Quirion Trailblazer comes into play, you may search your library for a basic land card and put that card into play tapped. If you do, shuffle your library. 1/2					
Rabid Elephant	SC	C	•••		OD
Whenever Rabid Elephant becomes blocked, it gets +2/+2 until end of turn for each creature blocking it. 3/4					
Rampant Growth	SOR	C	•••		67MGTM
Search your library for a basic land card and put that card into play tapped. Then shuffle your library.					
Reclaim	INS	C	••••		7EX
Put target card from your graveyard on top of your library.					
Redwood Treefolk	SC	C	••		67WB
3/6.					
Refresh	INS	C	••		OD
Regenerate target creature. Draw a card.					
Regeneration	EC	C	••		LJR4567
Regenerate enchanted creature. Also in JAMG					
Restock	SOR	R	••		IN
Return two target cards from your graveyard to your hand. Remove Restock from the game.					
Rites of Spring	SOR	C	•		OD
Discard any number of cards from your hand. Search your library for that many basic land cards, reveal those cards, and					

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NAME	KIND	CR	PR	COST	SETS
put them into your hand. Then shuffle your library.					
Roar of the Wurm	SOR	U	•••	●●●	OD
Put a 6/6 green Wurm creature token into play. Flashback ●●●					
Root Greevil	SC	C	•••	●●	PS
●●● Sacrifice Root Greevil: Destroy all enchantments of the color of your choice. 2/3					
Rooting Kavu	SC	U	•••	●●●	IN
When Rooting Kavu is put into a graveyard from play, you may remove Rooting Kavu from the game. If you do, shuffle all creature cards from your graveyard into your library. 4/3					
Raven	EN	R	••	●●●	6.7VS
Reveal the first card you draw each turn. Whenever you reveal a basic land card this way, draw a card.					
Saproling Infestation	EN	R	••	●●	N
Whenever a player pays a kicker cost, you put a 1/1 green Saproling creature token into play.					
Saproling Symbiosis	SOR	R	•••	●●	N
You may play Saproling Symbiosis any time you could play an instant if you pay ● more to play it. Put a 1/1 green Saproling creature token into play for each creature you control.					
Savage Gorilla	SC	C	••	●●	AP
●●● Sacrifice Savage Gorilla: Target creature gets 3/3 until end of turn. Draw a card. 3/3					
Scavenger Folk	SC	U	•••	●	5.7CH.DK
●● Sacrifice Scavenger Folk: Destroy target artifact. 1/1					
Scouting Trek	SOR	L	•••••	●●	IN
Search your library for any number of basic land cards, reveal them, and set them aside. Shuffle your library, then put those cards on top of it in any order.					
Seeker of Skyclaw	SC	C	•••	●●	7TM
● Untap target creature. 2/1					
Serpentine Kavu	SC	C	•••	●●	N
● Serpentine Kavu gains haste until end of turn. 4/4					
Seton, Krosan Protector	SL	R	•••	●●●	OD
Tap an untapped Druid you control: Add ● to your mana pool. 2/2					
Seton's Desire	EC	C	••	●●	OD
Enchanted creature gets +2/+2 and has Threshold. All creatures able to block enchanted creature do so.					
Shanodin Dryads	SC	C	••	●	L.IR.4.5.6.7
Forestwalk.					
Simplify	SOR	C	••	●	OD
Each player sacrifices an enchantment.					
Skyshooter	SC	U	•••	●●	OD
Skyshooter may block as though it had flying. ● Sacrifice Skyshooter: Destroy target attacking or blocking creature with flying. 2					
Skyshroud Blessing	INS	U	••	●●	PS
Lands can't be the targets of spells or abilities this turn. Draw a card.					
Spellbane Centaur	SC	R	•••	●●	OD
Creatures you control can't be the targets of blue spells or abilities from blue sources. 3/2					
Spined Wurm	SC	C	••	●●	7SH
5/4					
Springing Tiger	SC	C	••	●●	OD
Threshold Springing Tiger gets +2/+2. 3/3					
Squall	SOR	C	••	●●	TMM
Squall deals 2 damage to each creature with flying.					
Squirrel Mob	SC	R	•••	●●●	OD
Squirrel Mob gets +1/+1 for each other Squirrel in play. 2/2					
Squirrel Nest	EL	L	•••	●●●	OD
Enchanted land has "● Put a 1/1 green Squirrel creature token into play."					
Still Life	EN	L	•••	●●●	OD
●● Still Life becomes a 4/3 Centaur creature until end of turn. It's still an enchantment.					
Stone-Tongue Basilisk	SC	R	••	●●●●	OD
Whenever Stone-Tongue Basilisk deals combat damage to a creature, destroy that creature at end of combat. Threshold: All creatures able to block Stone-Tongue Basilisk do so. 4/5					
Stone Kavu	SC	C	•••	●●	PS
● Stone Kavu gets +1/+0 until end of turn. ● Stone Kavu gets +0/+1 until end of turn. 3/3					
Stream of Life	SOR	C	•••	●●	L.IR.4.5.6.7
Target player gains X life.					
Strength of Night	NS	C	••	●●●	AP
Kicker ● Creatures you control get +1/+1 until end of turn. If you paid the kicker cost, Zombies you control get an additional +2/+2 until end of turn.					
Sulam Djinn	SC	U	••	●●	IN
Trample. Sulam Djinn gets 2/2 as long as green is the most common color among all permanents or is tied for most common. 6/6					
Sylvan Messenger	SC	L	•••	●●	AP
Trample. When Sylvan Messenger comes into play, reveal the top four cards of your library. Put all Elf cards revealed this way into your hand and the rest on the bottom of your library. 2/2					
Sylvan Might	INS	U	•••	●●	OD
Target creature gets +2/+2 and gains trample until end of turn. Flashback. ●●●					
Symbiotic Deployment	EN	R	••	●●	AP
Skip your draw step. ● Tap two untapped creatures you control. Draw a card.					
Tangle	INS	J	•••	●●	IN
Prevent all combat damage that would be dealt this turn. Attacking creatures don't untap during their controllers' next untap steps.					
Terravore	SC	R	••	●●●●	OD
Trample. Terravore's power and toughness are each equal to the number of land cards in all graveyards. */*					
Thicket Elemental	SC	R	••	●●●	IN
Kicker ●● When Thicket Elemental comes into play, if you paid the kicker cost, you may reveal cards from the top of your library until you reveal a creature card. If you do, put that card into play and shuffle all other cards revealed this way into your library. 4/4					
Thorn Elemental	SC	R	••••	●●●	7JD
Thorn Elemental may deal its combat damage to defending player as though it weren't blocked. 7/7					
Thornscape Apprentice	SC	C	••••	●	IN
●● Tap: Target creature gains first strike until end of turn. 1/1					
Thornscape Battlemage	SC	U	••••	●●	PS
Kicker ● and/or ● When Thornscape Battlemage comes into play, if you paid the ● kicker cost, Thornscape Battlemage deals 2 damage to target creature or player. When Thornscape Battlemage comes into play, if you paid the ● kicker cost, destroy target artifact. 2/2					
Thornscape Familiar	SC	C	••••	●●	PS
Red spells and white spells you play cost ● less to play. 2/1					
Thornscape Master	SC	R	•••	●●●	IN
●●● Thornscape Master deals 2 damage to target creature. ●●● Target creature gains protection from the color of your choice until end of turn. 2/2					
Thoughtleech	EN	U	••	●●	7JA
Whenever an island controlled by an opponent becomes tapped, you gain 1 life.					
Trained Armedon	SC	C	••	●●●	6.7TM
3/3					
Tranquil Path	SOR	C	••	●●	AP
Destroy all enchantments. Draw a card.					
Tranquility	SOR	C	•••	●●	L.IR.4.5.6.7
Destroy all enchantments. Also a TMMM N					
Treefolk Healer	SC	U	••	●●	IN
●●● Prevent the next 2 damage that would be dealt to target creature or player this turn. 2/3					
Treefolk Seedlings	SC	J	••	●●	7JZ
Treefolk Seedlings's toughness is equal to the number of forests you control. 2/*					
Twigwalker	SC	U	••	●●	OD
●● Sacrifice Twigwalker: Two target creatures each get +2/+2 until end of turn. 2/2					
Uktabi Wildcats	SC	R	••	●●	6.7MG
Jukabi Wildcats's power and toughness are each equal to the number of forests you control. ● Sacrifice a forest: Regenerate Jukabi Wildcats.					
Untamed Wilds	SOR	L	••	●●	4.5.6.7.G
Search your library for a basic land card and put that card into play. Then shuffle your library.					
Urborg Elf	SC	C	••	●●	AP
● Add ● or ● to your mana pool. 1/1					
Utopia Tree	SC	R	••••	●●	IN
● Add one mana of any color to your mana pool. 0/2					
Verdant Succession	EN	R	•••	●●●	OD
Whenever a green nontoken creature is put into a graveyard from play, that creature's controller may search his or her library for a card with the same name as that creature and put it into play. If that player does he or she then shuffles his or her library.					
Verdeloth the Ancient	SL	R	••••	●●●	IN
Kicker ● All other Treefolk and all Saprolings get +1/+1					

NAME	KIND	CR	PR	COST	SETS
Enchanted creature may block as though it had flying. ● Return Whip Silk to its owner's hand.					
Wild Growth	EL	C	••	●	L.IR.4.5.6.7.A
Whenever enchanted land is tapped for mana, its controller adds ● to his mana pool.					
Wild Mongrel	SC	C	••••	●●	OD
Discard a card from your hand: Wild Mongrel gets +1/+1 and becomes the color of your choice until end of turn. 2/2					
Wing Snare	SOR	U	•••	●●	7UL
Destroy target creature with flying.					
Wood Elves	SC	C	••	●●	7EX
When Wood Elves comes into play, search your library for a forest card and put that card into play. Then shuffle your library. 1/1					
Woodland Druid	SC	C	••	●	OD
1/2					
Yavimaya Enchantress	SC	U	••••	●●	7JD
Yavimaya Enchantress gets +1/+1 for each enchantment in play. 2/2					
Zoologist	SC	R	••	●●	OD
●●● Reveal the top card of your library. If it's a creature card, put it into play. Otherwise, put it into your graveyard. 1/2					

RED

NAME	KIND	CR	PR	COST	SETS
Acceptable Losses	SOR	C	••	●●	OD
As an additional cost to play Acceptable Losses, discard a card at random from your hand. Acceptable Losses deals 5 damage to target creature.					
Æther Flash	EN	L	•••	●●●	6.7WL
Whenever a creature comes into play, Æther Flash deals 2 damage to it.					
Anarchist	SC	C	••	●●	EX.OD
When Anarchist comes into play, you may return target sorcery card from your graveyard to your hand. 2/2					
Ancient Kavu	SC	C	••	●	N
● Ancient Kavu becomes colorless until end of turn. 3/3					
Ashen Firebeast	SC	R	••	●●●	OD
●● Ashen Firebeast deals 1 damage to each creature without flying. 6/6					
Balduvian Barbarians	SC	C	••	●●●	6.7JA
3/2					
Barbarian Lunatic	SC	C	•••	●●	OD
●● Sacrifice Barbarian Lunatic: Barbarian Lunatic deals 2 damage to target creature. 2/1					
Bash to Bits	INS	L	••	●●	OD
Destroy target artifact. Flashback ●●●					
Battle Strain	EN	U	•	●●	OD
Whenever a creature blocks, Battle Strain deals 1 damage to that creature's controller.					
Bedlam	EN	R	••	●●●	7UZ
Creatures can't block.					
Bend or Break	SOR	R	•••	●●	IN
Put a fuse counter on target creature. At the beginning of your upkeep, put a fuse counter on that creature that has a fuse counter on it. Whenever a creature has four or more fuse counters on it, remove all fuse counters from it and destroy it. That creature deals 4 damage to its controller. 1/1					
Breath of Darigaaz	SOR	U	••••	●●	IN
Kicker ● Breath of Darigaaz deals 1 damage to each creature without flying and each player. If you paid the kicker cost, Breath of Darigaaz deals 4 damage to each creature without flying and each player instead.					
Burning Sands	EN	R	••	●●●	OD
Whenever a creature is put into a graveyard from play, that creature's controller sacrifices a land.					
Caldera Kavu	SC	C	•••	●●	PS
●● Caldera Kavu gets +1/+1 until end of turn. ● Caldera Kavu becomes the color of your choice until end of turn. 2/2					
Callous Giant	SC	R	•••	●●●	N
If a source would deal 3 damage or less to Callous Giant, prevent that damage. 4/4					
Chainflinger	SC	C	•••	●●	OD
●●● Chainflinger deals 1 damage to target creature or player. Threshold ●●● Chainflinger deals 2 damage to target creature or player. 2/2					
Chance Encounter	EN	R	•	●●●	OD
Whenever you win a coin flip, put a luck counter on Chance Encounter. At the beginning of your upkeep, if Chance Encounter has 10 or more luck counters on it, you win the game.					
Chaotic Strike	INS	L	••	●●	IN
Play Chaotic Strike only during combat after blockers are declared. Choose target creature and flip a coin. If you win the flip, that creature gets +1/+1 until end of turn. Draw a card.					
Collapsing Borders	EN	R	•	●●	N
At the beginning of each player's upkeep, that player gains 1 life for each basic land type among lands he controls. Then Collapsing Borders deals 3 damage to them.					
Crimson Hellkite	SC	R	••••••		6.7MG
Flying. ●● Crimson Hellkite deals X damage to target creature. Spend only red mana for X. 6/6					
Crown of Flames	EC	C	••	●	TM.IN
● Enchanted creature gets +1/+0 until end of turn. ● Return Crown of Flames to its owner's hand.					
Deadapult	EN	R	••	●●	PS
● Sacrifice a Zombie: Deadapult deals 2 damage to target creature or player.					
Demolish	SOR	L	•••	●●	OD
Destroy target artifact or land.					
Demoralize	INS	C	•••	●●	OD
Each creature can be blocked this turn except by two or more creatures. Threshold: Creatures can't block this turn.					
Desolation Giant	SC	R	••••	●●●	AP
Kicker ●● When Desolation Giant comes into play, destroy all other creatures you control. If you paid the kicker cost, destroy all other creatures instead. 3/3					
Disorder	SOR	J	••	●●	7JZ
Disorder deals 2 damage to each white creature and each player who controls a white creature.					
Dwarven Grunt	SC	C	••	●	OD
Mountainwalk.					
Dwarven Landslide	SOR	C	••	●●	AP
Kicker ●● Sacrifice a land: Destroy target land. If you paid the kicker cost, destroy another target land.					
Dwarven Patrol	SC	L	••	●●	AP
Dwarven Patrol does not untap during your untap step. Whenever you play a nonred spell, untap Dwarven Patrol. 4/2					
Dwarven Recruiter	SC	L	•••	●●	OD
When Dwarven Recruiter comes into play, search your library for any number of Dwarf cards and reveal those cards. Shuffle your library, then put those cards on top of it in any order. 2/2					
Dwarven Shrine	EN	R	•	●●●	OD
Whenever a player plays a spell, Dwarven Shrine deals X damage to that player, where X is twice the number of lands in all graveyards with the same name as that spell.					
Dwarven Strike Force	SC	J	••	●●	OD
Discard a card at random from your hand: Dwarven Strike Force gets first strike and haste until end of turn. 4/3					
Earthquake	SOR	R	••••	●●	L.IR.4.5.6.7
Earthquake deals X damage to each creature without flying and each player.					
Earth Rift	SOR	C	••	●●	OD
Destroy target land. Flashback ●●●					
Ember Beast	SC	C	•••	●●	OD
Ember Beast can't attack or block alone. 3/4					
Engulfing Flames	NS	L	•••	●	OD
Engulfing Flames deals damage to target creature. It can't be regenerated this turn. Flashback ●●					
Epicenter	SOR	R	••••	●●●	AP
Target player sacrifices a land. Then each player sacrifices all lands instead.					
Fervor	EN	R	•••	●●	6.7WL
Creatures you control have haste.					
Final Fortune	NS	R	••	●●	6.7MG
Take another turn after this one. At the end of that turn, you lose the game.					
Fire Elemental	SC	J	••	●●●	L.IR.4.6.7
5/4					
Fireball	SOR	C	••••	●	OD
Fireball deals 2 damage to target creature or player. Flashback ●●					
Firebrand Ranger	SC	U	•••	●●	IN
●● Put a basic land card from your hand into play.					
Flame Burst	INS	L	••••	●	OD
Flame Burst deals X damage to target creature or player, where X is twice the number of Flame Burst cards in all graveyards.					
Flametongue Kavu	SC	U	••••	●●	PS
When Flametongue Kavu comes into play, it deals 4 damage to target creature. 4/2					
Frenetic Ogre	SC	U	••	●●	OD
● Discard a card at random from your hand: Frenetic Ogre gets +3/+0 until end of turn. 2/3					
Ghitu Fire	SOR	R	•••••	●●	N
You may play Ghitu Fire any time you could play an instant if you pay ● more to play it. Ghitu Fire deals X damage to target creature or player.					
Ghitu Fire-Eater	SC	J	••	●●	7JL
● Sacrifice Ghitu Fire-Eater: Ghitu Fire-Eater deals damage equal to its power to target creature or player. 2/2					
Goblin Chariot	SC	C	•••	●●	7
Haste. 2/2					
Goblin Digging Team	SC	C	•	●	5.6.7DK
● Sacrifice Goblin Digging Team: Destroy target Wall. 1/1					
Goblin Elite Infantry	SC	C	••	●●	6.7MG
Whenever Goblin Elite Infantry blocks or becomes blocked by a creature, Goblin Elite Infantry deals 1 damage to that creature. 2/2					
Goblin Grenade	SC	C	••	●●	OD
●● Sacrifice Goblin Grenade: Goblin Grenade deals 2 damage to target creature or player. 1/1					
Goblin Lackey	SC	C	••	●	OD
When Goblin Lackey comes into play, you may put a Goblin card from your hand into play. 1/1					
Goblin Mutant	SC	C	••	●●	OD
Goblin Mutant can't block. ●● Sacrifice Goblin Mutant: Destroy target Forest. 3/1					
Goblin Offensive	SC	U	••	●●●	OD
Put a 1/1 red Goblin creature token into play for each Mountain you control.					
Goblin Piledriver	SC	U	••	●●	OD
Goblin Piledriver gets +2/+0 for each other Goblin in play. 2/2					
Goblin Raider	SC	C	••	●●	OD
Goblin Raider deals 1 damage to each creature without flying. 2/2					
Goblin Sharpshooter	SC	R	••	●●	OD
Goblin Sharpshooter doesn't untap during your untap step. ● Tap: Goblin Sharpshooter deals 1 damage to each creature without flying that dealt damage to it this turn. 1/1					
Goblin Shrine	EN	R	•	●●	OD
Whenever a player plays a spell, Goblin Shrine deals X damage to that player, where X is twice the number of lands in all graveyards with the same name as that spell.					
Goblin Spelunkers	SC	C	••	●●	OD
Mountainwalk.					
Goblin Warrens	SOR	R	••••	●●●	OD
●●● Put two 1/1 red Goblin creature tokens into play. Sacrifice two Goblins: Goblin Warrens deals 3 damage to target creature or player.					
Gorilla Berserkers	SC	C	••	●●	OD
Gorilla Berserkers gets +1/+0 for each other Gorilla in play. 2/2					
Gorilla Chieftain	SC	U	••	●●	OD
Gorilla Chieftain gets +1/+0 for each other Gorilla in play. 2/2					
Gorilla Pack Leader	SC	C	••	●●	OD
When Gorilla Pack Leader comes into play, you may put a Gorilla card from your hand into play. 2/2					
Gorilla Shaman	SC	C	••	●●	OD
● Destroy target artifact with converted mana cost 1 or less. 1/1					
Gorilla Warrior	SC	C	••	●●	OD
Gorilla Warrior gets +1/+0 for each other Gorilla in play. 2/2					
Grapeshot	SOR	R	••••	●●	OD
Grapeshot deals 1 damage to target creature or player. Storm.					
Greed	EN	R	••	●●●●	OD
Pay X life: Draw a card.					
Greenseeker	SC	C	••	●●	PS
● Tap: Target land becomes a 1/1 green creature until end of turn. It's still a land.					
Hammer of Bogardan	SC	R	••	●●●	OD
●●● Sacrifice Hammer of Bogardan: Destroy target artifact.					
Hanna's Custody	SC	C	••	●●	OD
Hanna's Custody deals 1 damage to each creature without flying.					
Hanna's Tactics	SC	C	••	●●	OD
Hanna's Tactics deals 1 damage to each creature without flying.					
Hanna's Warship	SC	C	••	●●	OD
Hanna's Warship deals 1 damage to each creature without flying.					
Hanna's Weapons	SC	C	••	●●	OD
Hanna's Weapons deals 1 damage to each creature without flying.					
Hanna's Wisdom	SC	C	••	●●	OD
Hanna's Wisdom deals 1 damage to each creature without flying.					
Hanna's Workshop	SC	C	••	●●	OD
Hanna's Workshop deals 1 damage to each creature without flying.					
Hanna's Wrath	SC	C	••	●●	OD
Hanna's Wrath deals 1 damage to each creature without flying.					
Hanna's Wrecker	SC	C	••	●●	OD
Hanna's Wrecker

NAME	KIND	CR	PR	COST	SETS
gets 1/1 until end of turn 2/2					
Goblin Game	SOR	R	•	●●●	PS
Each player hides at least one object, then all players reveal them simultaneously. Each player loses life equal to the number of objects he or she revealed. The player who revealed the fewest objects then loses half his or her life rounded up. If two or more players are tied for fewest, each loses half his or her life rounded up.					
Goblin Gardener	SC	C	••	●	7LD
When Goblin Gardener is put into a graveyard from play, destroy target land. 2/1					
Goblin Glider	SC	L	••	●●	7
Flying Goblin Glider can't block. 1/1					
Goblin King	SC	R••	●●●		L,R,4,5,6,7
All Goblins get +1/+1 and have mountainwalk. 2/2					
Goblin Matron	SC	U	••	●●	7,JZ
When Goblin Matron comes into play, you may search your library for a Goblin card. If you do, reveal that card and put it into your hand. Then shuffle your library. 1/1					
Goblin Raider	SC	C	••	●●	7LZ
Goblin Raider can't block. 2/2					
Goblin Ringleader	SC	L	•••	●●	AP
Haste When Goblin Ringleader comes into play, reveal the top four cards of your library. Put all Goblin cards revealed this way into your hand and the rest on the bottom of your library. 2/2					
Goblin [illegible]	SC	C	••••	●●	7LZ
Mountainwalk 2/2					
Goblin Spy	SC	U	•	●	IN
Play with the top card of your library revealed. 1/1					
Goblin War Drums	EN	L	•••	●●	6,7,FE
Each creature you control can't be blocked except by two or more creatures					
Granite Grip	EC	C	••	●●	7,UL
Enchanted creature gets +1/+0 for each mountain you control.					
Hasan Djinn	SC	J	••	●●	IN
Haste Hasan Djinn gets 2/2 as long as red is the most common color among all permanents or is tied for most common. 6/5					
Hatbortler	SC	C	••	●	OD
First strike 3/1					
Hill Giant	SC	C	•	●●	L,R,4,5,7
3/3					
Hooded Kavu	SC	C	•••	●●	N
Hooded Kavu can't be blocked this turn except by artifact creatures and/or black creatures. 2/2					
Illuminate	SOR	L	•••	●●	AP
Kicker ●● and/or ●● Illuminate deals X damage to target creature. If you paid the ●● kicker cost, Illuminate deals X damage to that creature's controller. If you paid the ●● kicker cost, you draw X cards					
Impatience	EN	R	••	●●	7,JC
At the end of each player's turn, if that player didn't play a spell that turn, Impatience deals 2 damage to him					
Implode	SOR	J	••	●●	PS
Destroy target land. Draw a card.					
Impotent Maneuvers	EN	R	•	●●●	JC
Whenever a creature attacks, flip a coin. If you win the flip the next time that creature would deal combat damage this turn, it deals double that damage instead. If you lose the flip, the next time that creature would deal damage this turn prevent that damage					
Inferno	INS	R••••	●●●		4,5,6,7,DK
Inferno deals 6 damage to each creature and each player					
Insolence	EC	C	•	●●	PS
Whenever enchanted creature becomes tapped, Insolence deals 2 damage to that creature's controller					
Kamahl, Pit Fighter	SL	R	•••	●●●	OD
Haste ● Kamahl, Pit Fighter deals 3 damage to target creature or player 6/1					
Kamahl's Desire	EC	C	••	●●	OD
Enchanted creature has first strike Threshold Enchanted creature gets +3/+0					
Kavu Aggressor	SC	C	••	●●	N
Kicker ● Kavu Aggressor can't block. If you paid the kicker cost, Kavu Aggressor comes into play with a +1/+1 counter on it 3/2					
Kavu Glider	SC	C	••	●●	AP
● Kavu Glider gets +0/+1 until end of turn ● Kavu Glider gains flying until end of turn. 2/1					
Kavu Monarch	SC	R	•••	●●●	N
All Kavu have trample. Whenever another Kavu comes into play put a +1/+1 counter on Kavu Monarch 3/3					
Kavu Recluse	SC	C	••	●●	PS
● Target land becomes a forest until end of turn 2/2					
Kavu Runner	SC	L	••	●●	IN
Kavu Runner has haste as long as no opponent controls a white or blue creature 3/3					
Kavu Scout	SC	C	••	●●	N
Kavu Scout gets +1/+0 for each basic land type among lands you control 0/2					
Keldon Mantle	EC	C	•••	●●	PS
● Regenerate enchanted creature ● Enchanted creature gets +1/+0 until end of turn. ● Enchanted creature gains trample until end of turn					
Lava Axe	SOR	C	••	●●	7,UL
Lava Axe deals 5 damage to target player					
Lava Blister	SOR	U	•••	●●	OD
Destroy target nonbasic land unless its controller has Lava Blister deal 5 damage to him or her					
Lightning Blast	INS	C	•••	●	6,7,TM
Lightning Blast deals 4 damage to target creature or player					
Lightning Dart	INS	L	•••	●●	IN
Lightning Dart deals 1 damage to target creature. If that creature is white or blue Lightning Dart deals 4 damage to it instead					
Lightning Elemental	SC	C	•••	●●	7,TM
Haste 4/1					
Liquid Fire	SOR	U	••	●●●	OD
Liquid Fire deals 5 damage divided as you choose between target creature and the creature's controller					
Loafing Giant	MC	R	•••	●●	IN
Whenever Loafing Giant attacks or blocks, put the top card of your library into your graveyard. If that card is a land card prevent all combat damage that Loafing Giant would deal this turn. 4/6					
Mad Dog	SC	C	•••	●●	OD
At the end of your turn, if Mad Dog didn't attack or come under your control this turn, sacrifice it. 2/2					
Mages' Contest	INS	R	•••	●●●	N
You and target spell's controller bid life. You start the bidding with a high bid of 1. In turn order, each player may top the high bid. The bidding ends when the high bid stands. The highest bidder loses life equal to the high bid. If you win the bidding, counter that spell					
Magma Burst	INS	C	•••	●●	PS
Kicker—Sacrifice two lands. Magma Burst deals 3 damage to target creature or player. If you paid the kicker cost, Magma Burst deals 3 damage to another target creature or player					

NAME	KIND	CR	PR	COST	SETS
Magma Vein	EN	L	•••	●●	OD
● Sacrifice a land: Magma Vein deals 1 damage to each creature without flying					
Magnivore	SC	R	••	●●●	OD
Haste Magnivore's power and toughness are each equal to the number of sorcery cards in all graveyards. */*					
Mana Clash	SOR	R	•	●	4,5,7,DK
You and target opponent each flip a coin. Mana Clash deals 1 damage to each player whose coin comes up tails. Repeat this process until both players' coins come up heads on the same flip					
Mantacor Mage	EC	C	••	●●	EX,IN
Enchanted creature gets +2/+2 and can't block					
Mine Layer	SC	R	••	●●	OD
●●● Put a mine counter on target land. Whenever a land with a mine counter on it becomes tapped, destroy it. When Mine Layer leaves play, remove all mine counters from all lands. 1/1					
Minotaur Explorer	SC	U	••	●●	OD
When Minotaur Explorer comes into play, sacrifice it unless you discard a card at random from your hand. 3/3					
Minotaur Tactician	SC	C	••	●●	AP
Haste Minotaur Tactician gets +1/+1 as long as you control a white creature. Minotaur Tactician gets +1/+1 as long as you control a blue creature					
Mire Kavu	SC	C	••	●●	PS
Mire Kavu gets +1/+1 as long as you control a swamp. 3/2					
Mogg Jailer	SC	U	••	●●	PS
Mogg Jailer can't attack. A defending player controls an untapped creature with power 2 or less. 2/2					
Mogg Sentry	SC	R	••	●	PS
Whenever an opponent plays a spell, Mogg Sentry gets +2/+2 until end of turn. 1/1					
Molten Influence	INS	R	••	●●	OD
Counter target instant or sorcery spell unless its controller has Molten Influence deal 4 damage to him or her					
Monkeys	SC	R	•	●●	OD
Target one or more [illegible] land cards in his or her graveyard from the game					
Need for Speed	EN	R	••	●●	OD
Sacrifice [illegible] target creature gains haste until end of turn					
Obliterate	SOR	R	••••	●●●	N
Obliterate [illegible] Destroy all artifacts, creatures, and lands. They can't be regenerated					
Obstinate Familiar	SC	C	••	●	U
If you would draw a card, you may pay {U} instead. If you do, discard a card at random.					
Ogre Taskmaster	SC	U	••	●●	7MM
Ogre Taskmaster can't block. 4/2					
Oko	SC	R	•	●●	7,JZ
Oko can attack as though it had first strike with greater power as long as you control a creature with greater power. 3/3					

KILLER COMBOS



One white mana plus one [illegible] card equals three cards, reusable at will. Are you kidding—[illegible] is faster than Ancestral Recall! It just goes to show, every card is capable of being broken.

NAME	KIND	CR	PR	COST	SETS
Orcish Artillery	SC	U	•••	●●●	L,R,4,5,6,7
● Orcish Artillery deals 2 damage to target creature or player and 3 damage to you. 1/3					
Orcish Oriflamme	EN	J	•••	●●	L,R,4,5,6,7
Attacking creatures you control get +1/+0					
Overload	INS	C	•••	●●	N
Kicker ● Destroy target artifact if its converted mana cost is 2 or less. If you paid the kicker cost, destroy that artifact if its converted mana cost is 5 or less instead					
Pardic Firecat	SC	C	••	●●	OD
Haste Pardic Firecat is in a graveyard, Flame Burst's effect counts it as a Flame Burst. 2/3					
Pardic Miner	SC	R	•	●●	OD
Sacrifice Pardic Miner: Target player can't play lands this turn. 1/1					
Pardic Swordsmith	SC	C	•	●●	OD
● Discard a card at random from your hand: Pardic Swordsmith gets +2/+0 until end of turn. 1/1					
Pillage	SOR	J	•••	●●●	6,7,AL
Destroy target artifact or land. It can't be regenerated					
Planeswalker's Fury	EN	R	••••	●●	PS
●● Target opponent reveals a card at random from his or her hand. Planeswalker's Fury deals damage equal to that card's converted mana cost to that player. Play this ability only any time you could play a sorcery					
Pouncing Kavu	SC	C	•••	●●	IN
Kicker ●● First strike If you paid the kicker cost, Pouncing Kavu comes into play with two +1/+1 counters on it and with haste. 1/1					
Price of Glory	EN	J	•••	●●	OD
Whenever a player taps a land for mana during another player's turn, destroy that land					
Pygmy Pyrosaur	SC	C	••	●●	7,JL
Pygmy Pyrosaur can't block ● Pygmy Pyrosaur gets +1/+0 until end of turn 1/1					
Pyroclasm	SOR	L	••••	●●	7,IA
Pyroclasm deals 2 damage to each creature					
Pyrotechnics	SOR	J	•••	●●	4,5,6,7,LG
Pyrotechnics deals 4 damage divided as you choose among any number of target creatures and/or players					
Rage Weaver	SC	U	•••	●●	IN
● Target black or green creature gains haste until end of turn 2/1					
Raging Goblin	SC	C	••	●	6,7,EX
Haste 1/1					
Raka Disciple	SC	C	•••	●●	
●● Prevent the next 1 damage that would be dealt to target creature or player this turn. ●● Target creature gains flying until end of turn. 1/1					
Raka Sanctuary	EN	U	••••	●●	AP
At the beginning of your upkeep, if you control a white or blue permanent, Raka Sanctuary deals 1 damage to target creature. If you control a white permanent and a blue permanent, Raka Sanctuary deals 3 damage to that creature instead					
Rakavolver	INS	R••••	●●		AP
Kicker ●● and/or ● If you paid the ●● kicker cost, Rakavolver comes into play with two +1/+1 counters and has 'Whenever Rakavolver deals damage, you gain that much life.' If you paid the ● kicker cost, Rakavolver comes into play with a +1/+1 counter and has flying. 2/2					
Reckless Charge	SOR	C	•••	●	OD
Target creature gets +3/+0 and gains haste until end of turn Flashback ●●					
Reckless Embermage	SC	R	•••	●●	6,7,MD
●● Reckless Embermage deals 1 damage to target creature or player and 1 damage to itself. 2/2					
Recoup	SOR	U	••	●●	OD
Target sorcery card in your graveyard gains flashback until end of turn. Its flashback cost is equal to its mana cost. Flashback ●●					
Reflexes	EC	C	••	●	7,JZ
Enchanted creature has first strike					
Relentless Assault	SOR	R	••••	●●●	6,7,VS
Untap all creatures that attacked this turn. You get an additional combat phase followed by an additional main phase this turn					
Rites of Initiation	INS	C	•••	●	OD
Discard any number of cards at random from your hand. Creatures you control get +1/+0 until end of turn for each card discarded this way					
Rogue Kavu	SC	C	••	●●	IN
Whenever Rogue Kavu attacks alone, it gets +2/+0 until end of turn 1/1					
Ruby Leech	SC	R	•	●●	IN
First strike Red spells you play cost ● more to play. 2/2					
Sabretooth Tiger	SC	C	••	●●	5,6,7,IA
First strike 1/1					
Savage Firecat	SC	R	•••	●●●	OD
Trample Savage Firecat comes into play with seven +1/+1 counters on it. Whenever you tap a land for mana, remove a +1/+1 counter from Savage Firecat. 0/0					
Savage Offensive	SOR	C	•••	●●	IN
Kicker ● Creatures you control gain first strike until end of turn. If you paid the kicker cost, they get +1/+1 until end of turn					
Scarred Puma	SC	C	•	●	N
Scarred Puma can't attack unless a black or green creature also attacks. 2/1					
Scorching Lava	INS	C	•••	●●	IN
Kicker ● Scorching Lava deals 2 damage to target creature or player. If you paid the kicker cost, that creature can't be regenerated this turn and if it would be put into a graveyard this turn, remove it from the game instead					
Scorching Missile	SOR	C	••	●●	OD
Scorching Missile deals 4 damage to target player Flashback ●●					
Searing Rays	SOR	J	••	●●	N
Choose a color. Searing Rays deals damage to each player equal to the number of creatures of that color that player controls					
Seismic Assault	EN	R	•••	●●●	7,EX
Discard a land card from your hand: Seismic Assault deals 2 damage to target creature or player					
Seize the Day	SOR	R	•••	●●	OD
Untap target creature. After this phase, there is an additional combat phase followed by an additional main phase Flashback ●●					
Shatter	INS	C	•••	●	L,J,R,4,5,6,7
Destroy target artifact. Also in ∆TM					
Shivan Dragon	SC	R	••••	●●●	L,J,R,4,5,7
Flying ● Shivan Dragon gets +1/+0 until end of turn 5/5					
Shivan Emissary	SC	U	••••	●●	IN
Kicker ●● When Shivan Emissary comes into play, if you paid the kicker cost, destroy target nonblack creature. It can't be regenerated. 1/1					
Shivan Harvest	EN	L	••	●●	IN
●● Sacrifice a creature: Destroy target nonbasic land					
Shock	INS	C	••••	●	6,7,SH
Shock deals 2 damage to target creature or player					
Shower of Coals	SOR	U	•••	●●●	OD
Shower of Coals deals 2 damage to each of up to three target creatures and/or players. Threshold: Shower of Coals deals 4 damage to each of those creatures and/or players instead					
Siege	INS	C	•••	●	PS
Siege deals 1 damage to target creature. That creature becomes black until end of turn					
Skittish Kavu	SC	L	•	●●	IN
Skittish Kavu gets +1/+1 as long as no opponent controls a white or blue creature 1/1					
Skizzik	SC	R	••••	●●●	N
Kicker ● Trample haste At end of turn, sacrifice Skizzik unless the kicker cost was paid. 5/3					
Slimy Kavu	SC	C	••	●●	IN
● Target land becomes a swamp until end of turn 2/2					
Slingshot Goblin	SC	C	••	●●	PS
●● Slingshot Goblin deals 2 damage to target blue creature 2/2					
Smash	INS	C	•••	●●	AP
Destroy target artifact. Draw a card					
Spark Mage	SC	J	••	●●	OD
Whenever Spark Mage deals combat damage to a player, you may have Spark Mage deal 1 damage to target creature that player controls. 1/1					
Spitting Earth	SOR	C	•••	●●	6,7,MG
Spitting Earth deals to target creature damage equal to the number of mountains you control					
Stand or Fall	EN	R	••	●●	N
At the beginning of your combat phase, separate all creatures defending player controls into two face-up piles. Only creatures in the pile of that player's choice may block this turn					
Steam Vines	EL	U	•	●●●	OD
When enchanted land becomes tapped destroy it and Steam Vines deals 1 damage to that land's controller. That player moves Steam Vines to a land of his or her choice					
Stone Rain	SOR	C	•••	●●	L,D,R,4,5,6,7
Destroy target land. Also in ∆,MG,TM,MM					
Storm Shaman	SC	J	•••	●●	7,AI
● Storm Shaman gets +1/+0 until end of turn 0/4					
Strafe	SOR	U	•••	●	
Strafe deals 3 damage to target nonred creature					
Stun	INS	C	••	●●	TM,IN
Target creature can't block this turn. Draw a card					
Sudden Impact	INS	U	•••	●●	7,TM
Sudden Impact deals to target player damage equal to the number of cards in his hand					
Tahngarth, Talruum Hero	SL	R	••••	●●●	PS
Attacking doesn't cause Tahngarth, Talruum Hero to tap. ●● Tahngarth deals damage equal to its power to target creature. That creature deals damage equal to its power to Tahngarth. 4/4					
Tahngarth's Glare	SOR	C	•	●	AP
Look at the top three cards of target opponent's library, then put them back in any order. That player looks at the top three cards of your library, then puts them back in any order					
Tectonic Instability	EN	R	•••	●●	N
Whenever a land comes into play, tap all lands its controller controls					
Thermal Blast	INS	C	••	●●	OD
Thermal Blast deals 3 damage to target creature. Threshold: Thermal Blast deals 5 damage to that creature instead					
Thunderscape Apprentice	SC	C	•••	●	IN
●● Target player loses 1 life ●● Target creature gets +1/+1 until end of turn 1/1					
Thunderscape Battlemage	SC	U	••••	●●	PS
Kicker ●● and/or ● When Thunderscape Battlemage comes into play, if you paid the ●● kicker cost, target player discards two cards from his or her hand. When Thunderscape Battlemage comes into play, if you paid the ● kicker cost, destroy target enchantment. 2/2					
Thunderscape Familiar	SC	C	••••	●●	PS
First strike Black spells and green spells you play cost ● less to play. 1/1					
Thunderscape Master	SC	R	•••	●●●	N
●●● Target player loses 2 life and you gain 2 life ●●● Creatures you control get +2/+2 until end of turn 2/2					
Trained Orgg	SC	R	••	●●	7
6/6					
Tremble	SOR	C	•	●●	OD
Each player sacrifices a land					
Tremor	SOR	C	••	●	6,7,VS,MM
Tremor deals 1 damage to each creature without flying					
Tribal Flames	SOR	C	•••	●●	N
Tribal Flames deals X damage to target creature or player, where X is the number of basic land types among lands you control					
Tundra Kavu	SC	C	••	●●	AP
● Target land becomes a plains or an island until end of turn 2/2					
Turf Wound	INS	C	•••	●●	IN
Target player can't play land cards this turn. Draw a card					
Urza's Rage	INS	R	••••	●●	N
Kicker ●● Urza's Rage can't be countered by spells or abilities. Urza's Rage deals 3 damage to target creature or player. If you paid the kicker cost, instead Urza's Rage deals 10 damage to that creature or player and the damage can't be prevented					
Vashino Grappler	SC	C	••	●●	IN
● Vashino Grappler gains trample until end of turn 3/1					
Volcanic Hammer	SOR	C	•••	●●	7
Volcanic Hammer deals 3 damage to target creature or player					
Volcanic Spray	SOR	J	••	●●	OD
Volcanic Spray deals 1 damage to each creature without flying and each player. Flashback ●●					
Volley of Boulders	SOR	R	•	●●	OD
Volley of Boulders deals 6 damage divided as you choose among any number of target creatures and/or players Flashback ●●●●●●					
Wall of Fire	SC	U	•••	●●	L,R,4,5,6,7
● Wall of Fire gets +1/+0 until end of turn 0/5					
Whipkeeper	SC	U	••	●●	OD
● Whipkeeper deals damage to target creature equal to the damage already dealt to it this turn 1/1					
Wild Research	EN	R	•••	●●	AP
●● Search your library for an enchantment card and reveal that card. Put it into your hand, then discard a card at random from your hand ●● Search your library for an instant card and reveal that card. Put it into your hand, then discard a card at random from your hand					
Wildfire	SOR	R	••••	●●●	7,JZ
Each player sacrifices four lands. Wildfire deals 4 damage to each creature					
Zap	INS	C	••	●●	IN

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Zap deals 1 damage to target creature or player. Draw a card.

WHITE

Aegis of Honor EM R ••• ● 0D
● The next time an instant or sorcery spell would deal damage to you this turn, that spell deals that damage to its controller instead.

Alabaster Leech SC R •• ● N
White spells you play cost ● more to play. 1/3.

Ancestral Tribute SOR R • ●●● 0D
You gain 2 life for each card in your graveyard.
Flashback ●●●●

Angel of Mercy SC J ••• ●● 1N
Flying. When Angel of Mercy comes into play, you gain 3 life. 3/3.

Angelfire Crusader SC C •• ● AP
● Angelfire Crusader gets +1/+0 until end of turn. 2/3.

Angelic Page SC C •• ● 7LZ
Flying. ● Target attacking or blocking creature gets +1/+1 until end of turn. 1/1

Angelic Wall SC C ••• ●● 0D
Flying. 0/4

Animal Boneyard EL U ••• ●● 0D
Enchanted land has "● Sacrifice a creature: You gain life equal to that creature's toughness."

Ardent Militia SC J •• ●● 6.7WL
Attacking doesn't cause Ardent Militia to tap. 2/5.

Ardent Soldier SC C •• ●● 1N
Kicker ● Attacking doesn't cause Ardent Soldier to tap. If you paid the kicker cost, Ardent Soldier comes into play with a +1/+1 counter on it. 1/2

Atalya, Samite Master SL R •••• ●●● 4N
●● Choose one. Prevent the next X damage that would be dealt to target creature this turn; or you gain X life. Spend only white mana this way. 2/3

Aura Blast INS C •••• ●● PS
Destroy target enchantment. Draw a card.

Auramanor SC C ••• ●● 0D
When Auramanor comes into play, you may return target enchantment card from your graveyard to your hand. 2/2

Aurora Griffin SC C •• ●● PS
Flying. ● Target permanent becomes white until end of turn. 2/2

Aven Archer SC U •• ●●● 0D
Flying ●● ● Aven Archer deals 2 damage to target attacking or blocking creature. 2/2

Aven Cloudchaser SC C ••• ●● 0D
Flying. When Aven Cloudchaser comes into play, destroy target enchantment. 2/2

Aven Flock SC C ••• ●● 0D
Flying ● Aven Flock gets +0/+1 until end of turn. 2/3

Aven Shrine EN R • ●●● 0D
Whenever a player plays a spell, that player gains X life, where X is the number of cards in all graveyards with the same name as that spell.

Ballooning Act SOR R •• ●●● 0D
Each player chooses a number of permanents he or she controls equal to the number of permanents controlled by the player who controls the fewest, then sacrifices the rest. Each player discards cards from his or her hand the same way.

Beloved Chaplain SC L ••• ●● 0D
Protection from creatures. 1/1

Benalish Emissary SC J ••• ●● 1N
Kicker ●● When Benalish Emissary comes into play if you paid the kicker cost, destroy target land. 1/4

Benalish Heralds SC U •••• ●● 1N
●● ● Draw a card. 2/4

Benalish Lancer SC C ••• ●● 1N
Kicker ●● If you paid the kicker cost, Benalish Lancer comes into play with two +1/+1 counters on it and with first strike. 2/2

Benalish Trapper SC C ••• ●● 1N
●● ● Tap target creature. 1/2

Blessed Orator SC L •• ●● 0D
Other creatures you control get +0/+1. 1/4

Blessed Reversal INS R •• ●● 7UL
You gain 3 life for each creature attacking you.

Blinding Light SOR J •• ●● MGJN
Tap all nonwhite creatures.

Breath of Life SOR J •• ●● 7
Return target creature card from your graveyard to play.

Cantivore SC R • ●●● 0D
Attacking doesn't cause Cantivore to tap. Cantivore's power and toughness are each equal to the number of enchantment cards in all graveyards. */*

Capashen Unicorn SC C ••• ●● 1N
●● ● Sacrifice Capashen Unicorn: Destroy target artifact or enchantment. 1/2

Castle EN L •• ●● L.J.R.5.6.7

Untapped creatures you control get +0/+2.

Cease-Fire INS C •• ●● 0D
Target player can't play creature spells this turn. Draw a card.

CoP: Black EN C •••●● L.U.R.4.5.6.7.IA.TM
● The next time a black source of your choice would deal damage to you this turn, prevent that damage.

CoP: Blue EN C •••●● L.U.R.4.5.6.7.IA.TM
● The next time a blue source of your choice would deal damage to you this turn, prevent that damage.

CoP: Green EN C •••●● L.U.R.4.5.6.7.IA.TM
● The next time a green source of your choice would deal damage to you, this turn, prevent that damage.

CoP: Red EN C •••●● L.U.R.4.5.6.7.A.TM
● The next time a red source of your choice would deal damage to you this turn, prevent that damage.

CoP: White EN C •••●● L.U.R.4.5.6.7.IA.TM
● The next time a white source of your choice would deal damage to you this turn, prevent that damage.

Cloudchaser Eagle SC C •••• ●● 7TM
Flying. When Cloudchaser Eagle comes into play, destroy target enchantment. 2/2

Coalition Flag EN U •••• ● AP
Coalition Flag can enchant only a creature you control. Enchanted creature's type is Flagbearer. If a spell or ability an opponent controls could target a Flagbearer in play, that player chooses at least one Flagbearer as a target.

Coalition Honor Guard SC C •••• ●● AP
If a spell or ability an opponent controls could target a Flagbearer in play, that player chooses at least one Flagbearer as a target. 2/4.

Confessor SC C •• ● 0D
Whenever a player discards a card from his or her hand, you may gain 1 life. 1/1

Crimson Acolyte SC C ••• ●● 1N
Protection from red ● Target creature gains protection from red until end of turn. 1/1

Crossbow Infantry SC C •• ●● 7MM
● Crossbow Infantry deals 1 damage to target attacking or blocking creature. 1/1

Crusading Knight SC R ••• ●●● 1N
Protection from black. Crusading Knight gets +1/+1 for each swamp your opponents control. 2/2

Death or Glory SOR R ••• ●● 1N
Separate all creature cards in your graveyard into two face-up piles. Remove the pile of an opponent's choice from the game and return the other to play.

Dedicated Martyr SC C ••• ● 0D
● Sacrifice Dedicated Martyr: You gain 3 life. 1/1

Dega Disciple SC C ••• ● AP
●● Target creature gets -2/-0 until end of turn.
●● Target creature gets +2/+0 until end of turn. 1/1

Dega Sanctuary EN U ••• ●● AP
At the beginning of your upkeep, if you control a black or red permanent, you gain 2 life. If you control a black permanent and a red permanent, you gain 4 life instead.

Degaevolver SC R ••• ●● AP
Kicker ●● and/or ● If you paid the ●● kicker cost, Degaevolver comes into play with two +1/+1 counters on it and has "Pay 3 life: Regenerate Degaevolver." If you paid the ● kicker cost, Degaevolver comes into play with a +1/+1 counter on it and has first strike. 1/1

Delaying Shield EN R ••• ●● 0D
If you would be dealt damage, put that many delay counters on Delaying Shield instead. At the beginning of your upkeep, remove all delay counters from Delaying Shield. For each delay counter removed this way, you lose 1 life unless you pay ●●.

Devoted Caretaker SC R •••• ● 0D
● ● Target permanent you control gains protection from instant spells and from sorcery spells until end of turn. 1/2

Disciple of Kangee SC C ••• ●● PS
●● ● Target creature gains flying and becomes blue until end of turn. 2/2

Disenchant INS C ••••• ●● L.U.R.4.5.6.7
Destroy target artifact or enchantment. Also: A.MG.TM.L.Z.MM

Dismantling Blow INS C ••• ●● 1N
Kicker ●● Destroy target artifact or enchantment. If you paid the kicker cost, draw two cards.

Diversionary Tactics EN L •• ●● AP
Tap two untapped creatures you control: Tap target creature.

Divine Light SOR C • ● AP
Prevent all damage that would be dealt this turn to creatures you control.

Divine Presence EN R • ●● 1N
If a source would deal 4 damage or more to a creature or player, that source deals 3 damage to that creature or player instead.

Divine Sacrament EN R •••• ●●● 0D
White creatures get +1/+1. Threshold: White creatures get an additional +1/+1.

Dogged Hunter SC R •• ●● 0D
● Destroy target creature token. 1/1

Dominaria's Judgment INS R ••• ●● PS
Until end of turn, creatures you control gain protection from white if you control a plains, from blue if you control an island, from black if you control a swamp, from red if you control a mountain, and from green if you control a forest.

Eager Cadet SC C • ● 7
1/1

Earnest Fellowship EN R •• ●● 0D
Each creature has protection from its colors.

Elite Archers SC R •• ●● 7LZ
● Elite Archers deals 3 damage to target attacking or blocking creature. 3/3

Embolden INS C ••• ●● 0D
Prevent the next 4 damage that would be dealt to any number of target creatures and/or players divided as you choose.
Flashback ●●

Enlistment Officer SC J ••• ●● AP
First strike. When Enlistment Officer comes into play, reveal the top four cards of your library. Put all Soldier cards revealed this way into your hand and the rest on the bottom of your library. 2/3

False Dawn SOR R •• ●● AP
Colored mana symbols on all permanents you control and on all cards you own that aren't in play become ● until end of turn.
Draw a card.

Fight or Flight EN R •• ●● N
At the beginning of each opponent's combat phase, separate all creatures that player controls into two face-up piles. Only creatures in the pile of his choice may attack this turn.

Gallantry INS J ••• ●● TM.DD
Target blocking creature gets +4/+4 until end of turn. Draw a card.

Gerrard Capashen SL R •••• ●●● AP
At the beginning of your upkeep, you gain 1 life for each card in target opponent's hand. ●● Tap target creature. Play this ability only if Gerrard Capashen is attacking. 3/4

Gerrard's Wisdom SOR U •••• ●●● 7WL
You gain 2 life for each card in your hand.

Glimmering Angel SC C •••• ●● N
Flying. ● Glimmering Angel can't be the target of spells or abilities this turn. 2/2

Global Ruin SOR R •• ●● 1N
Each player chooses from the lands he controls a land of each basic land type, then sacrifices the rest.

Glorious Anthem EN R ••• ●●● 7JZ
Creatures you control get +1/+1.

Graceful Antelope SC R ••• ●●● 0D
Plainswalk. Whenever Graceful Antelope deals combat damage to a player, you may have target land become a plains until Graceful Antelope leaves play. 1/4

Guard Dogs SC L •• ●● PS
●● ● Choose a permanent you control. Prevent all combat damage target creature would deal this turn if it shares a color with that permanent. 2/2

Hallowed Healer SC C •• ●● 0D
● Prevent the next 2 damage that would be dealt to target creature or player this turn. Threshold: ● Prevent the next 4 damage that would be dealt to target creature or player this turn. 1/1

Harsh Judgment EN R ••• ●●● 1N
As Harsh Judgment comes into play, choose a color. If an instant or sorcery of the chosen color would deal damage to you, it deals that damage to its controller instead.

Haunted Angel SC L •• ●● AP
Flying. When Haunted Angel is put into a graveyard from play, remove Haunted Angel from the game and each other player puts a 3/3 black Angel creature token with flying into play. 3/3

Healing Salve INS C •• ● L.J.R.4.5.6.7
Choose one—Target player gains 3 life; or prevent the next 3 damage that would be dealt to target creature or player this turn. Also in MC.LZ.

Heavy Ballista SC U ••• ●● 6.7WL
● Heavy Ballista deals 2 damage to target attacking or blocking creature. 2/3.

Hellcast SC C ••• ●● AP
Flying. ●● Add one mana of any color to your mana pool. 1/2.

Heroic Defiance EC C •• ●● PS
Enchanted creature gets +3/+3 unless it shares a color with the most common color among all permanents or a color tied for most common.

Hobble EC C ••• ●● PS
When Hobble comes into play, draw a card. Enchanted creature can't attack. Enchanted creature can't block if it's black.

Holy Day INS C • ● LGJN
Prevent all combat damage that would be dealt this turn.

Holy Strength EC C •• ● L.U.R.4.5.7
Enchanted creature gets +1/+2.

Honor Guard SC C •• ● 7SH
● Honor Guard gets +0/+1 until end of turn. 1/1

Honorable Scout SC C ••• ● PS
When Honorable Scout comes into play, you gain 2 life for each black and/or red creature target opponent controls. 1/1

Intrepid Hero SC R ••• ●● 7JZ
● Destroy target creature with power 4 or greater. 1/1

Karmic Justice EN R •• ●● 0D
Whenever a spell or ability an opponent controls destroys a nonenchantment permanent you control, you may destroy target permanent that opponent controls.

Kirtar's Desire EC C ••• ● 0D
Enchanted creature can't attack. Threshold: Enchanted creature can't block.

Kirtar's Wrath SOR R ••• ●●● 0D
Destroy all creatures. They can't be regenerated. Threshold: Instead destroy all creatures, then put two 7/7 white Spirit creature tokens with flying into play. Creatures destroyed this way can't be regenerated.

Kjeldoran Royal Guard SC R ••• ●●● 5.6.7.IA
● All combat damage that would be dealt to you by unblocked creatures this turn is dealt to Kjeldoran Royal Guard instead. 2/5.

Knight Errant SC C • ●● 7
2/2

Knighthood EN U •• ●● 7LZ
Creatures you control have first strike.

Lashknife Barrier EN U •••• ●● PS
When Lashknife Barrier comes into play, draw a card. If a source would deal damage to a creature you control, it deals that much damage minus 1 to that creature instead.

Liberate INS L ••• ●● 1N
Remove target creature you control from the game. At end of turn, return that card to play under its owner's control.

Lieutenant Kirtar SL R ••• ●●● 0D
Flying. ●● Sacrifice Lieutenant Kirtar: Remove target attacking creature from the game. 2/2

Life Burst INS C •• ●● 0D
Target player gains 4 life, then gains 4 life for each Life Burst card in each graveyard.

Longbow Archer SC U ••• ●● 6.7VS
First strike. Longbow Archer may block as though it had flying. 2/2

Luminous Guardian SC U ••• ●● 0D
● Luminous Guardian gets +0/+1 until end of turn.
● Luminous Guardian may block an additional creature this turn. 1/4

Manacles of Decay EC C •• ●● AP
Enchanted creature can't attack. ● Enchanted creature gets -1/-1 until end of turn. ● Enchanted creature can't block this turn.

March of Souls SOR R ••• ●● PS
Destroy all creatures. They can't be regenerated. For each creature destroyed this way, its controller puts a 1/1 white Spirit creature token with flying into play.

Master Apothecary SC R ••• ●●● 0D
Tap an untapped Cleric you control: Prevent the next 2 damage that would be dealt to target creature or player this turn. 2/2

Master Healer SC R ••• ●● 7JD
● Prevent the next 4 damage that would be dealt to target creature or player this turn. 1/4

Mystic Crusader SC R ••• ●●● 0D
Protection from black and from red. Threshold: Mystic Crusader gets +1/+1 and has flying. 2/1

Mystic Penitent SC J ••• ● 0D
Attacking doesn't cause Mystic Penitent to tap. Threshold: Mystic Penitent gets +1/+1 and has flying. 1/1

Mystic Visionary SC C •• ●● 0D
Threshold: Mystic Visionary has flying. 2/1

Mystic Zealot SC C ••• ●● 0D
Threshold: Mystic Zealot gets +1/+1 and has flying. 2/4

Nomad Decoy SC U ••• ●● 0D
●● ● Tap target creature. Threshold: ●●● Tap two target creatures. 1/2

Northern Paladin SC R ••• ●●● L.U.R.4.7
●● ● Destroy target black permanent. 3/3

Obsidian Acolyte SC C ••• ●● 1N
Protection from black ● Target creature gains protection from black until end of turn. 1/1

Orim's Chant INS R ••••• ● PS
Kicker ● Target player can't play spells this turn. If you paid the kicker cost, creatures can't attack this turn.

Orim's Thunder INS C •••• ●● AP
Kicker ● Destroy target artifact or enchantment. If you paid the kicker cost, Orim's Thunder deals damage equal to that artifact or enchantment's converted mana cost to target creature.

Orim's Touch INS C •• ● 1N
Kicker ● Prevent the next 2 damage that would be dealt to target creature or player this turn. If you paid the kicker cost, prevent the next 4 damage that would be dealt to that creature or player that turn instead.

Pacifism EC C •••• ●● 6.7MG.TM.UZ
Enchanted creature can't attack or block.

Pariah EC R •• ●● 7LZ
All damage that would be dealt to you is dealt to enchanted creature instead.

Patrol Hound SC C ••• ●● 0D
Discard a card from your hand: Patrol Hound gains first strike until end of turn. 2/2

Planna, Nomad Captain SL R ••• ●●● 0D
Whenever Planna, Nomad Captain attacks, attacking creatures get +1/+1 until end of turn. 2/2

Pilgrim of Justice SC C •• ●● 0D
Protection from red. ● Sacrifice Pilgrim of Justice: The next time a red source of your choice would deal damage this turn, prevent that damage. 1/3

Pilgrim of Virtue SC C •• ●● 0D
Protection from black. ● Sacrifice Pilgrim of Virtue: The next time a black source of your choice would deal damage this turn, prevent that damage. 1/3

Planeswalker's Mirth EN R •• ●● PS
●● Target opponent reveals a card at random from his or her hand. You gain life equal to that card's converted mana cost.

Pledge of Loyalty EC U ••• ●● 1N
Enchanted creature has protection from the colors of permanents you control. This effect doesn't remove Pledge of Loyalty.

Pollen Remedy INS C ••• ● PS
Kicker—Sacrifice a land. Prevent the next 3 damage that would be dealt this turn to any number of target creatures and/or players, divided as you choose. If you paid the kicker cost, prevent the next 6 damage this way instead.

Prison Barricade SC C •• ●● N
Kicker ●● If you paid the kicker cost, Prison Barricade comes into play with a +1/+1 counter on it and with "Prison Barricade may attack as though it weren't a Wall." 1/3

Protective Sphere EN C •• ●● 1N

MAGIC DISSECTED
PREMIUM CRAP: PART TWO

You would hope most shoebox fodder is common. But of course, we're not that lucky. According to our power ratings, there's almost enough junk rares to create an entire small expansion.



MAGIC 1 ACT **Most creatures are lucky to be reprinted as other creatures once, but *Legends*' Vampire Bats were reprinted twice—as *Tempest*'s Pit Imp and as *Invasion*'s Phyrexian Battlefiles.**

MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

● ARTIFACT ● BLACK ● BLUE ● GOLD ● GREEN ● RED ● WHITE ● LAND

AXT Artifact	EC Enchant Creature	EW Enchant World	LAN Land	SL Summon Legend
AC Artifact Creature	EL Enchant Land	INS Instant	LL Legendary Land	SOR Sorcery
EA Enchant Artifact	EN Enchantment	LA Legendary Artifact	SC Summon Creature	SP Split Card

[1] Banned in Type 1 [2] Restricted in Type 1 [3] Banned in Extended [4] Banned in Block Format
[5] Banned in Five-Color *Magic* Restricted in Five-Color *Magic*

NAME	KIND	CR	PR	COST	SETS
1. Pay life: Prevent all damage that would be dealt to you this turn by a source of your choice that shares a color with the mana spent on this activation's cost					
Pure Reflection	...N	R	•••	●●	IN
Whenever a player plays a creature spell, destroy all Reflection tokens. Then that player puts a white Reflection creature token into play with power and toughness each equal to the converted mana cost of that spell.					
Purify	SOR	R	••	●●●	3E
Destroy all artifacts and enchantments.					
Rampant Elephant	SC	C	••	●●	4
●: Target creature blocks Rampant Elephant this turn if able. 2/2					
Ray of Distortion	NS	C	••••	●●	OC
Destroy target artifact or enchantment. Flashback ●●●					
Razortooth Griffin	SC	C	•••	●●	7 N
Flying, first strike 2/2					
Reprisal	NS	U	•••	●●	7 W
Destroy target creature with power 4 or greater. It can't be regenerated.					
Resilient Wanderer	SC	U	••••	●●●	3E
First strike. Discard a card from your hand: Resilient Wanderer gains protection from the color of your choice until end of turn. 2/3					
Restrain	NS	C	••	●	N
Prevent all combat damage that would be dealt by target attacking creature this turn. Draw a card.					
Reverse Damage	NS	R	••••	●	R4E
The next time a source of your choice would deal damage to you this turn, prevent that damage. You gain life equal to the damage prevented this way.					
Reviving Dose	NS	C	••	●●	1K
You gain 3 life. Draw a card.					
Rewards of Diversity	EN	U	•	●●	N
Whenever an opponent plays a multicolored spell, you gain 4 life.					
Reya Dawnbringer	SC	R	••••	●●●●	N
Flying. At the beginning of your upkeep, you may return target creature card from your graveyard to play. 4/5					
Rolling Stones	EN	R	•••	●●	7SH
Walls may attack as though they weren't Walls.					
Rout	SOR	R	•••	●●●	4N
You may play Rout any time you could play an instant if you pay ● more to play it. Destroy all creatures. They can't be regenerated.					
Ruham Djinn	SC	U	•••	●●	N
First strike. Ruham Djinn gets -2/-2 as long as white is the most common color among all permanents on the battlefield or in the graveyard. 5/5					
Sacred Ground	EN	R	••••	●●	7SH
Whenever a spell or ability an opponent controls puts a card into your graveyard from play, return that card to play.					
Sacred Nectar	SOR	C	••	●●	
You gain 4 life.					
Sacred Rites	NS	C	••	●	OD
Discard any number of cards from your hand. Creatures you control get +0/+1 until end of turn for each card discarded this way.					
Sam to Elder	SC	R	•••	●●	
●: Creatures you control gain protection from the color of target permanent you control until end of turn. 1/1					
Samite Healer	SC	C	•••	●	W4E
●: Prevent the next 1 damage that would be dealt to target creature or player this turn. 1/1					
Samite Ministration	NS	U	•••	1●	W
Prevent all damage that would be dealt to a creature of your choice this turn. Whenever damage from a black or red source is prevented this way, you gain life equal to that damage.					
Samite Pilgrim	SC	U	•••	●●	PS
●: Prevent the next 1 damage that would be dealt to target creature this turn. Where X is the number of basic land types among lands you control, ...					
Sanctimony	EN	U	••	●●	7UD
Whenever an opponent taps a mountain for mana, you may gain 1 life.					
Seasoned Marshal	SC	U	••••	●●●	2W
Whenever Seasoned Marshal attacks, you may tap target creature. 2/2					
Second Thoughts	NS	C	••••	●●	OD
Remove target attacking creature from the game. Draw a card.					
Serra Advocate	SC	U	••••	●●	7UD
Flying ●: Target attacking or blocking creature gets -2/-2 until end of turn. 2/2					
Serra Angel	SC	R	•••••	●●●●	...P4T
Flying. Attacking doesn't cause Serra Angel to tap. 4/4					
Serra's Embrace	EC	U	••••	●●●	7UZ
Enchanted creature gets +2/+2 and has flying. Attacking doesn't cause enchanted creature to tap.					
Shackles	EC	U	••••	●●	EN
Enchanted creature doesn't untap during its controller's untap step. ●: Return Shackles to its owner's hand.					
Shelter	NS	C	••	1●	OD
Target creature you control gains protection from the color of your choice until end of turn. Draw a card.					
Shield of Duty and Reason	EC	C	•••	●●	AP
Enchanted creature has protection from green and from blue.					
Shield Wall	NS	U	••	●●	5 7CH...E
Creatures you control get +0/+2 until end of turn.					
Skyshroud Falcon	SC	C	••••	2●	7SH
Flying. Attacking doesn't cause Skyshroud Falcon to tap. 1/1					
Soul Catcher	SC	U	••	●●	OD
Flying. Whenever a creature with flying is put into a graveyard from play, put a +1/+1 counter on Soul Catcher.					
Southern Paladin	SC	R	•••	●●●	7WL
●●●: Destroy target red permanent. 3/3					
Spectral Lynx	SC	R	•••	●●	AP
Protection from green. ●: Regenerate Spectral Lynx. 2/2					
Sphere of Duty	EN	U	••	●●	OD
If a green source would deal damage to you, prevent 2 of that damage.					
Sphere of Grace	EN	U	••	●●	OD
If a black source would deal damage to you, prevent 2 of that damage.					
Sphere of Law	EN	U	•••	●●	OD
If a red source would deal damage to you, prevent 2 of that damage.					
Sphere of Reason	EN	U	••	●●	OD
If a blue source would deal damage to you, prevent 2 of that damage.					
Sphere of Truth	EN	U	••	●●	OD
If a white source would deal damage to you, prevent 2 of that damage.					
Spirit Link	EC	U	••••	●	4 5 6 7...E
Whenever enchanted creature deals damage, you gain that much life.					
Spirit of Resistance	EN	R	••	●●	IN
If you control a permanent of each color, prevent all damage that would be dealt to you.					
Spirit Weaver	SC	U	••	●●	IN
●: Target green or blue creature gets +0/+1 until end of turn. 2/1					
Spiritualize	NS	U	••	●●	OD
Until end of turn, whenever target creature deals damage, you gain that much life. Draw a card.					

NAME	KIND	CR	PR	COST	SETS
Standard Bearer	SC	C	•••	●●	AP
●: Target ability an opponent controls begins to give a Flag Bearer it gives that player chooses at least one Flagbearer as the target.					
Standing Troops	SC	C	••	●●	6 7EX
Attacking doesn't cause Standing Troops to tap. 4/4					
Starlight	SOR	U	•	●●	
You gain life for each black creature target opponent controls.					
Staunch Defenders	SC	U	••••	●●●	6 7TM
When Staunch Defenders comes into play, you gain 4 life.					
Strength of Unity	EC	C	•••	●●	IN
Enchanted creature gets +1/+1 for each basic land type among lands you control.					
Sunscape Apprentice	SC	C	•••	●●	N
●: Target creature gets +1/+0 until end of turn. ●●: Put target creature you control on top of its owner's library.					
Sunscape Battlemage	SC	U	••••	●●	PS
Kicker ●● and ●. When Sunscape Battlemage comes into play, if you paid the ●● kicker cost, destroy target creature with flying. When Sunscape Battlemage comes into play, if you paid the ● kicker cost, draw two cards. 2/2					
Sunscape Familiar	SC	C	••••	●●	PS
Green spells and blue spells you play cost ● less to play. 1/1					
Sunscape Master	SC	R	•••	●●●	N
●●●: Creatures you control get +2/+2 until end of turn. ●●●: Return target creature to its owner's hand. 2/2					
Sunweb	SC	R	•••	●●	6 W...
Flying. Sunweb can't block creatures with power 2 or less. 5/5					
Surprise Deployment	INS	U	••	●●	PS
Play Sunscape Deployment only during combat. Put a nonwhite creature card from your hand into play. At end of combat, return that creature to your hand.					
Sustainer of the Realm	SC	U	•••	●●●	...
Flying. Whenever Sustainer of the Realm blocks, gets +1/+1 until end of turn. 2/3					
Tattoo Ward	EC	U	••	●●	
Enchanted creature gets +1/+1 and has protection from enchantments. This effect doesn't remove Tattoo Ward. ●: Tattoo Ward. Destroy target enchantment.					
Teferi's Care	EN	U	•••	●●	
●: Sacrifice an enchantment. Destroy target enchantment. ●●●: Counter target enchantment.					
Testament of Faith	PS	...	...	●	
●: Instrument of Faith gains ...					

NAME	KIND	CR	PR	COST	SETS
●: Add one colorless mana to your mana pool. ●: Sacrifice Archaeological Dig. Add one mana of any color to your mana pool.					
Barbarian Ring	LAN	U	•••••		OD
●: Add ● to your mana pool. Barbarian Ring deals 1 damage to you. Threshold ●●: Sacrifice Barbarian Ring. Barbarian Ring deals 2 damage to target creature or player.					
Battlefield Forge	LAN	R	••••		AP
●: Add one colorless mana to your mana pool. ●: Add ● or ● to your mana pool. Battlefield Forge deals 1 damage to you.					
Bog Wreckage	LAN	C	•••		OD
Bog Wreckage comes into play tapped. ●: Add ● to your mana pool. Sacrifice Bog Wreckage: Add one mana of any color to your mana pool.					
Brushland	LAN	R	••••		5 6 7...A
●: Add one colorless mana to your mana pool. ●: Add ● or ● to your mana pool. Brushland deals 1 damage to you.					
Cabal Pit	LAN	U	•••		OD
●: Add ● to your mana pool. Cabal Pit deals 1 damage to you. Threshold ●●: Sacrifice Cabal Pit. Target creature gets -1/-1 until end of turn.					
Caves of Koilos	LAN	R	••••		AP
●: Add one colorless mana to your mana pool. ●: Add ● or ● to your mana pool. Caves of Koilos deals 1 damage to you.					
Centaur Garden	LAN	U	••••		OD
●: Add ● to your mana pool. Centaur Garden deals 1 damage to you. Threshold ●●: Sacrifice Centaur Garden. Target creature gets +3/+3 until end of turn.					
Cephalid Coliseum	LAN	U	•••		OD
●: Add ● to your mana pool. Cephalid Coliseum deals 1 damage to you. Threshold ●●: Sacrifice Cephalid Coliseum. Target player draws three cards, then discards three cards from his or her hand.					
City of Brass	LAN	R	•••••		5 6 7CH AN
Whenever City of Brass becomes tapped, it deals 1 damage to you. ●: Add one mana of any color to your mana pool.					
Coastal Tower	LAN	U	••••		N
Coastal Tower comes into play tapped. ●: Add ● or ● to your mana pool.					
Crosis's Catacombs	LAN	U	••••		PS
Crosis's Catacombs is a Lair in addition to its land type. When Crosis's Catacombs comes into play, sacrifice it unless you return a land you control to its owner's hand. ●: Add ...					

NAME	KIND	CR	PR	COST	SETS
●: Add one colorless mana to your mana pool. ●: Add ● or ● to your mana pool. Llanowar Wastes deals 1 damage to you.					
Meteor Crater	LAN	R	••••		PS
●: Choose a color of a permanent you control. Add one mana of that color to your mana pool.					
Massifre Valley	LAN	R	••		OL
●●: Add ● or ● to your mana pool.					
Nomad Stadium	LAN	U	•••		OD
●: Add ● to your mana pool. Nomad Stadium deals 1 damage to you. Threshold ●●: Sacrifice Nomad Stadium. You gain 3 life.					
Petrified Field	LAN	R	••		OC
●: Add one colorless mana to your mana pool. ●: Sacrifice Petrified Field. Return target land card from your graveyard to your hand.					
Ravaged Highlands	LAN	U	••••		OD
Ravaged Highlands comes into play tapped. ●: Add ● to your mana pool. Sacrifice Ravaged Highlands: Add one mana of any color to your mana pool.					
Rith's Grove	LAN	U	••••		PS
Rith's Grove is a Lair in addition to its land type. When Rith's Grove comes into play, sacrifice it unless you return a non-Lair land you control to its owner's hand. ●: Add ●● or ● to your mana pool.					
Salt Marsh	LAN	U	••••		N
Salt Marsh comes into play tapped. ●: Add ● or ● to your mana pool.					
Seafloor Debris	LAN	C	•••		OD
Seafloor Debris comes into play tapped. ●: Add ● to your mana pool. Sacrifice Seafloor Debris: Add one mana of any color to your mana pool.					
Shadowblood Ridge	LAN	R	••		OD
●●: Add ●● to your mana pool.					
Shivan Oasis	LAN	U	••••		N
Shivan Oasis comes into play tapped. ●: Add ● or ● to your mana pool.					
Skyrean Reef	LAN	R	••••		AP
●: Add one colorless mana to your mana pool. ●: Add ● or ● to your mana pool. Skyrean Reef deals 1 damage to you.					
Skycloud Expanse	LAN	R	••		OD
●●: Add ●● to your mana pool.					
Sulfur Vent	LAN	C	••		
Sulfur Vent comes into play tapped. ●: Add ● to your mana pool. Sacrifice Sulfur Vent: Add ●● to your mana pool.					
Sulfurous Springs	LAN	R	••••		5 6 7...A
●: Add one colorless mana to your mana pool. ●: Add ● or ● to your mana pool. Sulfurous Springs deals 1 damage to you.					
Sungrass Prairie	LAN	R	••		FD
●: Add ●● to your mana pool.					
Tarnished Citadel	LAN	R	•		OD
●: Add one colorless mana to your mana pool. ●: Add one mana of any color to your mana pool. Tarnished Citadel deals 1 damage to you.					
Terminal Moraine	LAN	U	••••		PS
●: Add one colorless mana to your mana pool. ●●: Sacrifice Terminal Moraine. Search your library for a basic land card and put that card into play tapped. Then shuffle your library.					
Timberland Ruins	LAN	C	••••		OD
Timberland Ruins comes into play tapped. ●: Add ● to your mana pool. Sacrifice Timberland Ruins: Add one mana of any color to your mana pool.					
Tinder Farm	LAN	C	••		N
Tinder Farm comes into play tapped. ●: Add ● to your mana pool. ●: Sacrifice Tinder Farm. Add ●● to your mana pool.					
Treva's Ruins	LAN	U	••••		PS
Treva's Ruins is a Lair in addition to its land type. When Treva's Ruins comes into play, sacrifice it unless you return a non-Lair land you control to its owner's hand. ●: Add ●● or ● to your mana pool.					
Underground River	LAN	R	••••		5 6 7...A
●: Add one colorless mana to your mana pool. ●: Add ● or ● to your mana pool. Underground River deals 1 damage to you.					
Urborg Volcano	LAN	U	••••		N
Urborg Volcano comes into play tapped. ●: Add ● or ● to your mana pool.					
Yavimaya Coast	LAN	R	••••		AP
●: Add one colorless mana to your mana pool. ●: Add ● or ● to your mana pool. Yavimaya Coast deals 1 damage to you.					

KILLER COMBOS



Once you get beyond the confusing wording on Tainted Pact, it's a potentially broken card. There's no need to gamble, however. If you head back to *Legends'* Field Of Dreams, you may not get what you want, but at least you won't get the crash.

LAND

Abandoned Outpost	LAN	C	•••		OD
Abandoned Outpost comes into play tapped. ●: Add ● to your mana pool. Sacrifice Abandoned Outpost: Add one mana of any color to your mana pool.					
Adarkar Wastes	LAN	R	••••		5 6 7...A
●: Add one colorless mana to your mana pool. ●: Add ● or ● to your mana pool. Adarkar Wastes deals 1 damage to you.					
Ancient Spring	LAN	C	••		N
Ancient Spring comes into play tapped. ●: Add ● to your mana pool. ●: Sacrifice Ancient Spring. Add ●● to your mana pool.					
Archaeological Dig	LAN	U	••		IN
●: Add one colorless mana to your mana pool. ●: Sacrifice Archaeological Dig. Add one mana of any color to your mana pool.					
Barbarian Ring	LAN	U	•••••		OD
●: Add ● to your mana pool. Barbarian Ring deals 1 damage to you. Threshold ●●: Sacrifice Barbarian Ring. Barbarian Ring deals 2 damage to target creature or player.					
Battlefield Forge	LAN	R	••••		AP
●: Add one colorless mana to your mana pool. ●: Add ● or ● to your mana pool. Battlefield Forge deals 1 damage to you.					
Bog Wreckage	LAN	C	•••		OD
Bog Wreckage comes into play tapped. ●: Add ● to your mana pool. Sacrifice Bog Wreckage: Add one mana of any color to your mana pool.					
Brushland	LAN	R	••••		5 6 7...A
●: Add one colorless mana to your mana pool. ●: Add ● or ● to your mana pool. Brushland deals 1 damage to you.					
Cabal Pit	LAN	U	•••		OD
●: Add ● to your mana pool. Cabal Pit deals 1 damage to you. Threshold ●●: Sacrifice Cabal Pit. Target creature gets -1/-1 until end of turn.					
Caves of Koilos	LAN	R	••••		AP
●: Add one colorless mana to your mana pool. ●: Add ● or ● to your mana pool. Caves of Koilos deals 1 damage to you.					
Centaur Garden	LAN	U	••••		OD
●: Add ● to your mana pool. Centaur Garden deals 1 damage to you. Threshold ●●: Sacrifice Centaur Garden. Target creature gets +3/+3 until end of turn.					
Cephalid Coliseum	LAN	U	•••		OD
●: Add ● to your mana pool. Cephalid Coliseum deals 1 damage to you. Threshold ●●: Sacrifice Cephalid Coliseum. Target player draws three cards, then discards three cards from his or her hand.					
City of Brass	LAN	R	•••••		5 6 7CH AN
Whenever City of Brass becomes tapped, it deals 1 damage to you. ●: Add one mana of any color to your mana pool.					
Coastal Tower	LAN	U	••••		N
Coastal Tower comes into play tapped. ●: Add ● or ● to your mana pool.					
Crosis's Catacombs	LAN	U	••••		PS
Crosis's Catacombs is a Lair in addition to its land type. When Crosis's Catacombs comes into play, sacrifice it unless you return a non-Lair land you control to its owner's hand. ●: Add ...					
Crystal Quarry	LAN	U	••••		OD
●: Add one colorless mana to your mana pool. ●●: Add ●●●●● to your mana pool.					
Dargaaz's Caldera	LAN	U	••••		PS
Dargaaz's Caldera is a Lair in addition to its land type. When Dargaaz's Caldera comes into play, sacrifice it unless you return a non-Lair land you control to its owner's hand. ●: Add ●● or ● to your mana pool.					
Darkwater Catacombs	LAN	R	••		OD
●●: Add ●● to your mana pool.					
Deserted Temple	LAN	R	••••		OD
●: Add one colorless mana to your mana pool. ●●: Untap target land.					
Dromar's Cavern	LAN	U	••••		PS
Dromar's Cavern is a Lair in addition to its land type. When Dromar's Cavern comes into play, sacrifice it unless you return a non-Lair land you control to its owner's hand. ●: Add ●● or ● to your mana pool.					
Elfhame Palace	LAN	U	••••		N
Elfhame Palace comes into play tapped. ●: Add ● or ● to your mana pool.					
Forsaken City	LAN	R	••••		PS
Forsaken City doesn't untap during your untap step. At the beginning of your upkeep, you may remove a card in your hand from the game. If you do, untap Forsaken City. ●: Add one mana of any color to your mana pool.					
Geothermal Crevice	LAN	C	••		IN
Geothermal Crevice comes into play tapped. ●: Add ● to your mana pool. ●: Sacrifice Geothermal Crevice. Add ●● to your mana pool.					
Irrigation Ditch	LAN	C	••		N
Irrigation Ditch comes into play tapped. ●: Add ● to your mana pool. ●: Sacrifice Irrigation Ditch. Add ●● to your mana pool.					
Karplusan Forest	LAN	R	••••		5 6 7...A
●: Add one colorless mana to your mana pool. ●: Add ● or ● to your mana pool. Karplusan Forest deals 1 damage to you.					
Keldon Necropolis	LAN	R	•••		N
●: Add one colorless mana to your mana pool. ●●●: Sacrifice a creature. Keldon Necropolis deals 2 damage to target creature or player.					
Llanowar Wastes	LAN	R	••••		AP

SPLIT CARDS

Assault / Battery	SP	U	•••	●● / ●●●	IN
Assault: Assault deals 2 damage to target creature or player. Put a 3/3 green Elephant creature token into play.					
Day / Night	SP	U	•••	●● / ●●	AP
Creatures target player controls get +1/+1 until end of turn. Target creature gets -1/-1 until end of turn.					
Fire / Ice	SP	U	••••	●● / ●●	AP
Fire: Fire deals 2 damage divided as you choose among any number of target creatures and/or players. Tap target permanent. Draw a card.					
Illusion / Reality	SP	...	...	●● / ●●●	AP
Illusion: Target spell or permanent becomes the color of your choice until end of turn. Destroy target artifact.					
Life / Death	SP	U	•••	●● / ●●●	AP
Life: Until end of turn, all lands you control are 1/1 creatures that are still lands. Return target creature card from your graveyard to play. You lose life equal to its converted mana cost.					
Order / Chaos	SP	U	•••	●● / ●●●	AP
Order: Remove to get attacking creature from the game. Creatures can't block this turn.					
Pain / Suffering	SP	U	••••	●, ●●	IN
Pain: Target player discards a card from his or her hand. Destroy target land.					
Spite / Malice	SP	U	••••	●●, ●●●	N
Spite: Counter target noncreature spell. Destroy target nonblack creature. It can't be regenerated.					
Stand / Deliver	SP	U	•••	● / ●●	N
Stand: Prevent the next 2 damage that would be dealt to target creature this turn. Return target permanent to its owner's hand.					
Wax / Wane	SP	U	••••	●● / ●	IN
Wax: Target creature gets +2/+2 until end of turn. Destroy target enchantment.					

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Mage Knight

by the IQ GAMER staff

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